

⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

The Fourth World Fighting Tournament had come down to one final bout between Kage-Maru and Shun Di. But as Kage-Maru launched his final offensive, the glowing, silver form of Dural interrupted the match.

"Mother..." Kage-Maru whispered, facing the transformed being that had once been Tsukikage. Knowing full well that it was too late to save his mother, Kage-Maru destroyed her with his own hands. But when he looked at her face, his expression froze. "This is..."

Concerned by Dural's defeat, J6 captured Vanessa for the next phase of the Dural program. But before they could turn her into the next Dural, she disappeared—apparently with inside help. But they had already transplanted her combat data into the production-model Dural, and thus J6 announced the Fifth World Fighting Tournament to test the abilities of the new V-Dural and to determine the identity of the traitors within J6.

What is J6?

Judgment 6, or J6, is made up of six global corporations. Together, they exert enormous influence over areas ranging from weapons development to international politics. J6's goal is to complete their subtle form of world domination.

CONTENTS

GETTING STARTED.....	2
BASIC CONTROLS	3
STARTING THE GAME	8
ARCADE	9
VS.....	11
QUEST	14
DOJO	16
VF.TV.....	18
CUSTOMIZE.....	19
OPTIONS	21
CHARACTER PROFILES.....	22
CREDITS.....	39

Thank you for purchasing *Virtua Fighter™ 5*. Please note that this software is designed for use with the Xbox 360™ console from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

GETTING STARTED

Host and Guest

After the initial start up of the game, the player who presses the START button at the Title Screen becomes Player 1 (or the Host Player) of the game. The Host Player is the only player who can select the Menu items. The Host Player's controller must be properly signed in with a valid gamer profile. The Host Player will then select the System Data file to be used.

Normally, the Host Player plays the character on the left side of the screen. However, the Host Player may elect to play on the right side. To do so, press and hold the Right Bumper while selecting a character (p.8).

In VS mode (p.11), the controller used to join in after the Host Player becomes the Guest Player. This will be in effect until the game exits VS. mode.

Saving and Loading

This game uses an autosave feature which can be enabled or disabled in the Options (p.21). The latest score ranking of the game, the progress of the Quest mode (p.14), and the Options settings will be saved whenever you leave the mode.

HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port connector to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 480p or 720p.

Dolby Digital

The game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the System area of the Xbox Dashboard, choose Console Settings, then select Audio Options, then Digital Output and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

Xbox LIVE

Play anyone and everyone, anytime and anywhere on Xbox LIVE®. Build your gamer profile. Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Registration required to access Xbox LIVE features. Internet connection required. Terms and condition are found at <http://www.xbox.com/live>. You must be 18 to subscribe to Xbox LIVE.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Setting

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familyssettings.

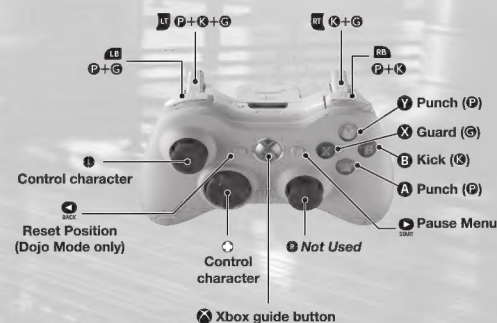
Achievements

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn medals and points which will be credited to your gamer profile as Achievements. Refer to the Xbox Dashboard to view the status of your Achievements for *Virtua Fighter™ 5*.

Content Download

Additional contents, including themes and gamer icons for the Xbox dashboard, and new items for character customization, are scheduled to be released via the Xbox LIVE Marketplace. For more information about what's available through the Xbox LIVE Marketplace, go to www.xbox.com/marketplace.

BASIC CONTROLS



Xbox 360 Controller

Button to use	Menu/Select Screens	During Match
D-pad	Move Cursor (↔): Change setting, where applicable)	Control character
Left Stick	Move Cursor (↔): Change setting, where applicable)	Control character
B Button	Cancel	Kick (K)
A Button	Enter selection	Punch (P)
Y Button	Continuous play of Exhibition match/view gamer card of selected player (VF.TV Mode only)	Punch (P)
X Button	Random play of Exhibition match/view where you stand in Leaderboard (VF.TV Mode only)	Guard (G)
Left Bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+G
Right Bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+K
Left Trigger	Zoom out view of the character (Customize Mode only)	Button Combination: P+K+G
Right Trigger	Zoom in view of the character (Customize Mode only)	Button Combination: K+G
START Button	Switch costume type during Character Select Screen	Display Pause Menu
BACK Button	Delete data during Character Select Screen (Customize Mode only)	Reset position (Dojo Mode only)

Note: The button configurations during the match (kicks, punches, and guards) can be changed in the Controller settings menu of the Options (p.21).

Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the D-pad/Left Stick must be reversed.

- ➡ Hold the D-pad/Left Stick in the direction indicated.
- ⇨ Tap the D-pad/Left Stick in the direction indicated.
- P Press to punch.
- K Press to kick.
- G Press to guard.
- + Press two or more buttons simultaneously.

Basic Controls & Actions

With the D-pad/Left Stick, a character can advance, step back and crouch. Use **P** (A or Y button) to punch, **K** (B button) to kick, and **G** (X button) to guard. Also, by combining commands in various ways, you can make your character perform a variety of moves and actions.

Dash/Back Dash

↔ or ↕

Dash a short distance forward or backward. For forward dash, it's possible to hold the D-pad/Left Stick (↔) to make the character run.



Jump

Press and hold ↑+P (or K)

The character can jump.



Throw

P+G

When your opponent is close, you can perform a throw by entering P+G. There are also additional throw commands for each character.



Down Attack

↓P (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



Getting Up

P or G (while currently down)

When your character is knocked down, you can make him/her get up faster.



Crouching Dash / Crouching Back Dash

↔ or ↕ or ↕↔ or ↕↕

Dash a short distance crouching forward or backward.



Note: Press ↓ to simply crouch.

ARM (All Range Movement)

Walk any direction (except ↓) and move in any direction you like.

If you press and hold the D-pad/Left Stick in any direction except ↓, your character will begin walking. To command your character to walk towards the camera, tap ↕, and immediately press and hold ↓ again.



Throw Escape

P+G

Evade your opponent's throw. For throws that use P+G and a direction, enter the last direction of the throw and P+G simultaneously.



Recovery

P+K+G (when you are about to fall)

When you are just about to hit the ground, press P+K+G to spring back up, and evade a Down Attack from your opponent.



Rising Attack

K or ↕K (while knocked down)

When getting up, you can make your character perform middle/low attacks.



Defensive Move

↕ or ↕ (release quickly)

You can dodge an attack by moving left or right.



Offensive Move

↕ or ↕ (release quickly) P+K+G

Move quickly towards the left or right, making it easier to get behind the opponent.



Other Actions

Some actions can only be performed by specific characters. A sample of commands can be found in the Character Profiles on pgs 22-38. You can also view a complete list by opening the Pause Menu (p.9) and selecting Command List.

Reversals

Turn your opponent's attacks against them using these moves.



Deflecting

Deflect the opponent's attack. If you deflect successfully, the opponent will stagger, (see below) giving you a chance to attack.



Charge Attack

Hold down the last button pressed to make a strong Charge move.



Stagger

Some attacks will make the opponent stagger, giving you an opening to attack. If you stagger, alternate the D-pad/Left Stick ↔ quickly to recover.



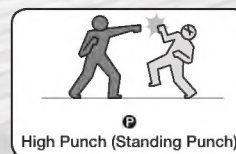
Tutorial

Learning the Basics

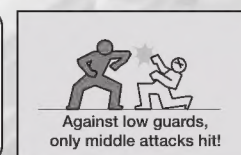
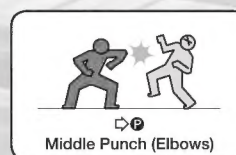
STRIKING ATTACKS

There are three types of attacks: High Attack, Middle Attack, and Low Attack.

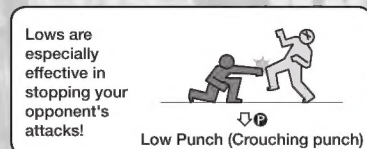
● High — There are variety of high attacks, from quick checks to powerful, slower attacks.



● Middle — There are a lot of powerful middle attacks that form a core part of each character's arsenal.



- Low — Use low attacks to punish your opponent when they guard high.

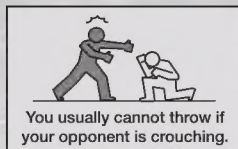
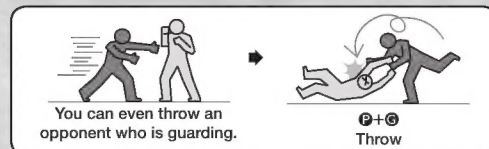


With long range lows, you can hit a distant opponent more easily!



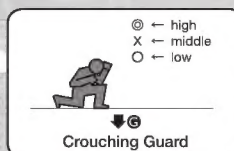
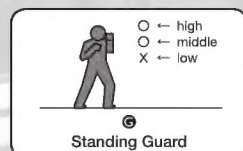
THROWS

Throw your opponent for big damage!



DEFENSE

Guard against your opponent's hits and throws to setup a counterattack.



Make sure to guard and prepare for your counterattack.

Avoid throws by crouching or hitting.

Keeping distance is also effective.



Attack Strategy

- Throw your opponents if they are standing and guarding.
- Use middle attacks against your opponents if they are using crouching guard.

Throws and Middle Attacks are your basics in attacking!

Defense Strategy

- Defend yourself with standing and crouching guard!
- Defend against throws by crouching or hitting.
- When you avoid an opponent's attack, it's an opportunity for a counterattack!

Understanding Advantages and Disadvantages

The moment after your attack hits, you can guard against an opponent's attack; or if an opponent's attack misses, you will have the advantage.

- Advantages and Disadvantages will always switch during the flow of a battle.

Advantage

It's your turn — a chance to attack!

Disadvantage

It's your opponent's turn — you'll take damage if you don't defend yourself!

- There are "large" and "small" advantages and disadvantages. The opportunities differ with moves!

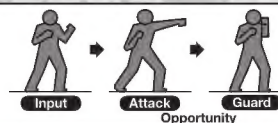
Basic moves (standing punch/kick) are faster, so give less opportunity for a counterattack.

- Even if the basic move hits, your advantage is small.
- Even if the basic move is guarded, your disadvantage is small.

Advantage/ disadvantage is small

Quick Motions

Less opportunity for counterattack.



Big moves (knees, tackles, etc.) have more opportunity for counterattack.

- If the big move hits, your advantage is large.
- If the big move is guarded, your disadvantage is large.

Advantage/ disadvantage is large

Big Motions

More opportunity for counterattack.



Big moves inflict greater damage on the opponent, but if you miss you will be at a large disadvantage. Use big moves only when you have the advantage!

- Learn to distinguish when you have the advantage! Don't miss your chance to attack!

When your attack hits



When you successfully guard your opponent's attack



When your opponent's attack misses



Summary of Advantages and Disadvantages

Advantages

- When your attack hits.
- When you guarded an opponent's attack.
- When an opponent's attack misses.

➡ It's your turn!
It's your chance to attack.

Disadvantages

- When you take damage.
- When your attack is guarded.
- When your attack misses.

➡ It's your opponent's turn!
Defend yourself!

STARTING THE GAME

Main Menu

From the Title Screen, have the Host Player press the START button to display the Main Menu. The following selections are available.



ARCADE P.9

Fight against CPU controlled characters through seven stages with unlimited continues.

VS. P.11

Play against a human opponent. A second controller is required for the Guest Player.

QUEST P.14

Play against your rivals at virtual arcades and tournaments to become the top VF player.

DOJO P.16

Improve your fighting skills and techniques.

VF.TV P.18

View replays, rankings and promotional movies.

CUSTOMIZE P.19

Create and customize your own character, using the Fight money and items you collected in Quest mode.

OPTIONS P.21

Change various game options.

Character Select Screen and Character Data

In this game, with the exception of VF.TV and OPTIONS modes, you must select a character or Character Data. Select either Character Data you've created already, or select **Play without using data** (not available in Quest and Customize modes) and select a non-customized character. If you select **Create new data**, you will create new data for a character of your choice, but it must be customized later in Customize mode. Press and hold the START button while selecting a character to switch the costume type between Main and Sub(stitute).

In both Quest and Customize modes, you can customize your Character Data file with your own ring name, items and clothing to create a new look, and use them in Arcade, VS., and Dojo modes.



ARCADE

This is a mode where you play through seven stages against CPU-controlled characters, as with the Arcade version. Select one of the two modes, then select a character (or Character Data) to start the game.

Arcade Mode Menu

Normal

Play the game as you do in the arcade.

Arcade Mode Screen

1 Selected Character

The name and face of your selected character are displayed.

2 Health Bar Remaining

This decreases as your character takes damage. If it reaches zero, the character will be K.O.'d.

3 Player Information

The ring name of the player, the rank, and the emblem are displayed here (only when Character Data is in use).

4 Rounds Won

Displays how many rounds have been won by each player. One lamp lights up in red each time a round is won.

5 Time Remaining

When the time reaches zero, the round is over. If the match is undecided, the player with the highest remaining Health Bar wins.

6 Stagger Mark

When staggering, the Stagger Mark is displayed on your player's side. Press the D-pad/Left Stick and other buttons in quick succession to speed up your character's recovery.



7 Score

8 Drink Count (Shun Di only)

When the character is Shun Di, the drink count is displayed here. Please see p.32 for details.

9 Total Time Elapsed and Stage Count

Displays the total time elapsed since the game began and the current stage.

Pause Menu

Press the START Button during the match to pause the game and open the Pause menu.

■ Return to the game

Close the Pause menu to resume the match. Note that pressing the START button again has the same effect.

■ Command list

Displays the Command list of the character in use. Use the D-pad/Left Stick $\blacktriangleleft\blacktriangleright$ to select between the command types, and $\blacktriangleup\blacktriangledown$ to scroll the list up/down.

■ Controller settings

Change button assignments (p.21).

■ Return to the Arcade menu

Quit the match.

Fight Rules

In each match, you must win a predetermined number of rounds for overall victory. When you win a match, you move on to the next stage and fight the next character. Here are the ways to win a round:

K.O.

Inflict damage to lower your opponent's health bar. If his/her Health Bar drops to zero, you win the round by a K.O.

Ring Out

Some stages have no walls, and some have low walls. Knock your opponent out of the ring, regardless of the Health Bar, to win by Ring Out.

Time Up

When the time runs out, if neither side is K.O.'d, the player with the most Health remaining is the winner.

Draw

If both players have an identical amount of Health remaining at Time Up, it's a Draw. Both players are credited with a win for the round.

Sudden Death

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Health remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU (or the host player, in case of two-player game) wins the match.

**Game Over & Continue**

If you lose a match, the game ends, and the Continue screen will appear. Press the START button before the counter reaches zero to restart from the match you just lost.

**Score Attack**

Aim for a High Score and see where you stand against players all over the world.

In Score Attack, you select a character to use and the stage route to take, then play the same way as in Normal mode.

At the end of the game, you will be asked whether to permit upload of replay data, regardless of your score. Next, your system will connect to Xbox LIVE, and if your score is among the top scores, your name and score will be registered. If your score is among the top 100 players and you permit uploading of your replay data, it will be uploaded. Your replay data will remain as long as your record remains in the top 100, and will be deleted once your rank drops below 100.



Note: To keep the situation equal among contestants, the Options settings cannot be changed in this mode. There will be no final boss.

End Menu of Ranking Mode**■ Retry**

Play the Score Attack again with the same character and route.

■ Return to Route Select

Play again with a different route.

■ Return to Character Select

Play a match again with a different character.

■ Return to Arcade Menu

Exit Score Attack.

Normal

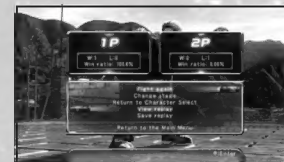
Duel against a human opponent for offline play.

After each player selects a character to use, Player 2 (or whoever lost the previous match) has the option to select the stage to play on. Select **RANDOM** to let the game choose the stage.

Note: Stage Select screen will be skipped, if Stage select setting in the Options (p.21) is set to Off. The stage will be selected randomly.



The rules are the same as in Arcade mode, except you only play one match. The player who paused the game has control of the Pause Menu (p.9); when selected, only the **Command list** and **Controller settings** of the player who paused will be displayed. After the match, a Result Screen and a menu will be displayed. Use the D-pad/Left Stick $\uparrow \downarrow$ to select a menu item, and press the A button.

**■ Fight again**

Play a match again with the same characters and stage.

■ Change stage

Play a match again with the same characters, but with a different stage.

■ Return to Character Select

Play a match again with different characters (go to Character Select screen).

■ View replay

View a replay of the match you just played. For information on how to use the Pause menu during a replay, please see p.18.

■ Save replay

Save a replay of the match you just played onto the storage device. You can view the replays you have saved later in VFTV (p.18).

Playing with Character Data

If you use Character Data, your performance in VS. mode will be reflected in your win/loss results and in your character customization. You will earn experience points to rank up. You may also see an Item Battle. Please see p.15 for details.

Using Your Character Data on a Friend's Xbox 360 Console

You can take your Character Data and use it to play against your friend on his/her Xbox 360 console. To do so, you must first copy your gamer profile and *Virtua Fighter™ 5* System Data onto a Memory Unit. Then, insert the Memory Unit into the Xbox 360 console you will be using to play (alternately you can choose to copy the data onto the Xbox 360 console), and sign in with the controller and the data you will be using. After you join in VS. mode, select the storage device where your *Virtua Fighter™ 5* System Data is.

If the Guest Player is not signed in, the Guest Player can use only the default characters.

Ranked match

Duel on Xbox LIVE, with the results affecting rankings.

You play for a win/loss record and a rank, which are independent from the offline play. You will have one common record and rank per gamer profile, regardless of the Character Data used. At the end of the game, Battle Points are earned according to your performance, and when you have enough points, your rank will be raised.



Player match

Duel on Xbox LIVE without affecting rankings.

Enjoy a battle without worrying about your win/loss record or the rank, as they will not be affected. You can also invite a friend to play.



Xbox LIVE Play

You must be signed in with Gold Membership in order to be able to play Xbox LIVE VS. Play.

Session

Whenever you play in an Xbox LIVE battle, you must either create a session or join an existing one. If you choose to create a session, you will also set up conditions for the battle. This setting will also be used as an index for other players to search your session through Custom Match. Note that the player who creates the session plays on the 1P (left) side, while the player who challenges plays on the 2P (right) side.



Flow of the Match

● Character Select

Playing Ranked match or Player match, you will first select a character to use. Note that Ring Name and comments on your Character Data will not be reflected. The name on your gamer profile will be used.



● Xbox LIVE Vs. Battle Menu

Select one of the following to either join an existing session or create a new one.

■ Quick Match

Find an available session without any preferences for search.

■ Custom Match

Find a session with one or more specific session settings (see below). With Ranked match, you can also choose to search for a player with a rank similar to yours. Select **Search for opponents** to begin search.

■ Create a session

Create a session and wait for a challenger to join in. You can make the following settings.

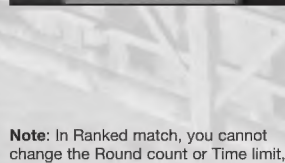
- Stage** Play on a stage with a specific wall height, or no wall at all.
- Round count** Number of rounds in a match. Available with Player match only.
- Time limit** Time limit for each round. Available with Player match only.
- Private match** Create a session for inviting a friend to play. Available with Player match only.

■ Return to Character Select

Change your character.

■ Return to the VS. Menu

Change the VS. mode to play.



Note: In Ranked match, you cannot change the Round count or Time limit, although they are visible (but dimmed).

Inviting a Friend

With Player match, you can invite a friend for a private match. First, create a player session with Private match setting set to **Yes**. Next, press the Xbox guide button, and select a friend to invite from the Friend list in the community, and press the X button.

At the receiving end of the invitation, if you accept Game Invite, select and enter VS.→Player match. After you select a character, you will jump directly to the session.



● Search for Available Session

If you choose to search for a session, the game will look for any available session (Quick Match) or for specific conditions (Custom Match). If no session is found, try again a little later.



If more than one session that meets your search condition is found, use the D-pad \blacktriangle to select one. Press the A button to challenge, the B button to cancel, or the Y button to view your opponent's profile.



When ready, both players press the A button, and the battle begins.

● End Menu

After the match, the End Menu will be displayed. With Ranked match, the amount of Battle Points earned will also be displayed.

■ Fight again

Play again with the same opponent. Available only with Private match.

■ View opponent's gamer card

View the opponent's profile.

■ Send a review of opponent

Submit a player review of the opponent. Prefer or avoid the opponent.

■ Return to Xbox LIVE VS. Play menu

End the match up.



Rich Presence

Rich Presence is seen when accessing a friend's list on Xbox LIVE. This feature shows if friends are on Xbox LIVE or not, on Xbox LIVE and playing another game, or on Xbox LIVE playing *Virtua Fighter™ 5*. If a friend is on Xbox LIVE playing this game, Rich Presence provides additional information for viewer including the type of event being played.

QUEST

In Quest mode you battle against different rivals at the arcades to win the local tournaments and earn a chance to compete in the official tournaments. You can also improve your Ranking, and earn items to customize your character.

In Quest mode, you must use Character Data. On the Character Select Screen, select existing Character Data or create data. The selection **Play without using data** will not be available.

Map Screen

From the Map Screen, you can go to any arcade in town or the Event Square. Select your destination using the D-pad/Left Stick, and press the A button to enter.



Home Menu

Home Menu can be accessed either by selecting HOME or by pressing the START button.

■ Customize

Customize your character by purchasing and equipping items or changing your Ring Name. See p.19 for details.

■ Status

View status of the game. You can also view a list of players you have defeated in Quest mode and Emblems you have collected.

■ Quest settings

Adjust the Quest mode difficulty and Commentary settings.

■ Save

Save the current game onto the storage device.

■ Return to Character Select

Change Character Data.

■ End Quest Mode

Return to the Main Menu.



Record Display

Your current record is displayed on the bottom half of the screen. It shows your ring name, your current rank (p.15), win/loss record, win ratio, your emblem, the number of orbs you have (p.15) and the amount of Gold (G) you have.



Entering an Arcade

Inside the arcade, there are three *Virtua Fighter*™ 5 video game units, each with the current player's name. A yellow star next to the player's name indicates that you have already met and defeated him/her before. If a local tournament is in progress, tournament information will be displayed instead. Select either one of the three players to challenge, the local tournament (if in progress), or **Customize** (p.19). To exit the Arcade, simply press the B button. If you battle against a player with an Emblem and win, you gain the Emblem.

Note: Some high rank players are Arcade Aces. They can be identified by "Arcade Ace" and a Japanese language Ring Name in their personal comment.



Event Square

Whenever an announcement for an Official Tournament is made, go to the Event Square. Select the indicated Official Tournament to participate. This can only be selected when a tournament is being held until you clear it. If you have already cleared any of the Official Tournaments, select **List of official tournaments** to participate again at any time. You can also **Customize** (p.19) your character. Press the B button to exit.



Tournaments

There are two types of tournaments: Official Tournaments and Arcade-sponsored Local Tournaments. If you place within the top three, you earn a prize. Whenever you see an announcement for a tournament, visit the location where it will be held.

● Official Tournaments

Official Tournaments are held in the Event Square. You can clear these events by placing in the top three, and you can keep trying until you clear the tournament.

Note: You can also re-enter a tournament you have already cleared by selecting it from **List of official tournaments**, but unless the current tournament is cleared, no new tournaments will be held.



● Local Tournaments

These are Arcade-sponsored tournaments on a smaller scale. In these tournaments, the rules (number of rounds needed to win a match and length of each round) could be different from the norm. Although you only have one try at each, these are held on a regular basis at each of the arcades.



Official Ranking and Ranking Match

Every player has an Official Ranking, and experience points (P) gained by winning matches. When a Ranking Match message is displayed before the match, you may be promoted a rank by winning the match.

At higher ranks, you may lose experience points by losing the match. You may see a Ranking Match where your loss will cause you to be demoted to a lower rank.

Note: Experience points can be earned in VS. mode as well. You must be using Character Data to earn experience.



Item Battle

Occasionally, there will be an Item Battle, where you can win a prize. This could be an item, fight money (Gold), or an orb (see below). Note that a Ranking Match and an Item Battle may occur at the same time.

Note: An Item Battle may also occur in VS. mode. You must be using Character Data to win the item.



Orbs and Orb Discs

As you create a Character Data, you are given an Orb Disc with seven holes, each of which can be filled by an Orb you win as a prize. When all seven holes are filled, a special reward is given, and the Orb Disc will disappear. You can then buy another Orb Disc at the Item Shop (p.18).

Orbs will not appear as a prize if you do not have an Orb Disc. You cannot hold more than one Orb Disc at a time. There is also a limit to the total number of Orb Discs you can buy.



DOJO

Hone your fighting skills in Dojo mode.

Dojo Menu

Command Training

Practice different fighting moves according to commands displayed. If you enter the command correctly, you will advance to the next move.

1 Command in Training

The current move name and button combination are displayed.

2 Command Display

3 Input Display

4 Hit Display

Note: By default, Command and Input Displays are turned off.



Training Menu

Press the START button to display the Training Menu.

Return to the game

Close the Training Menu and resume training.

Command list

Displays the Command list. Use the D-pad/Left Stick \blacktriangleleft to select move types, and \blacktriangleup to select a specific move. If you select the move with the A button, you will resume the training with the selected move as your new Command in training.

Display settings

Toggle On/Off the following displays on the screen.

Command Display	Displays button presses and frame count in real time.
Input Display	Displays button presses.
Hit display	Displays the location of hit (HIGH/MID/LOW) upon contact.

Reset positions

Resume training with initial character positions.

Note: Pressing the BACK button during the training has the same effect.

Controller settings

Change button assignments (p.21).

Return to Character Select

Select a different character to train with.

Return to the Dojo Menu

Exit Command Training.

Free Training

Select your character and sparring partner, and train freely in advanced fighting situations.

1 Number of Combo hits

The number of attacks hit in succession (combo).

2 Amount of Damage

Displays the amount of damage inflicted by an attack, or total amount in Combo hits.

3 Sparring Partner's Health Bar

4 Command Display

5 Input Display

6 Hit Display



Training Menu

Press the START button to display the Training Menu.

Return to the game

Close the Training Menu and resume training.

CPU settings

Set up the actions and reactions of the CPU character in various ways for more advanced training. Note that the Menu Items appearing in CPU settings change according to your setting selections.

Display settings

Toggle On/Off the following displays on the screen.

Command Display	Displays button presses and frame count in real time.
Input Display	Displays button presses.
Hit display	Displays the location of hit (HIGH/MIDDLE/LOW) upon contact.

Position settings

Change the default position against the sparring partner.

Ring settings

Change the height of the walls around the ring (No walls/Half fence/High fence).

Command list

Displays the Command list. Use the D-pad/Left Stick \blacktriangleleft to select between the command types, and \blacktriangleup to view the commands.

Controller settings

Change button assignments (p.21).

Return to Character Select

Select a different character to train with.

Return to the Dojo Menu

Exit Free Training.

Note on CPU setting — Throw Direction

Some CPU settings allow your sparring partner to throw as you a counterattack. If you see the **Throw direction** option, select any, or all, directional arrows indicated (turns orange when ON; "-" = no direction). The CPU character will counterattack with a randomly selected throw command it can perform, where the last directional input is one of the enabled directions (for example, \blacktriangleleft or \blacktriangleleft + \blacktriangleup or \blacktriangleleft + \blacktriangleup for the direction \blacktriangleleft , if the character can execute them; "-" will execute a simple \blacktriangleup throw). Note that the directions of the arrows are based on initial position of CPU character — the left/right direction of the arrows will be reversed if the CPU's initial position is on the left (Player 1's) side.

Command Time Attack

Select a character, go through all the commands, and see how quickly you can complete them all.

How fast can you go through all available commands for a single character? Test your skills.

After you select a character, the Time Attack begins. Enter the command displayed inside the window at the top of the screen. If you enter successfully, the next command will be displayed. You complete the Time Attack when all commands are successfully executed. At the end, your system will connect to Xbox LIVE, and you can see where you stand against players all over the world. If your time is among the top times, it will be registered on Xbox LIVE.

If you wish to quit, open the Pause menu and select either **Return to Character Select** (and restart Command Time Attack) or **Return to the Dojo menu**. The Menu Items are the same as in Command Training.

1 Time

Displays the Record Time (top) and Elapsed Time (bottom).

Note: All other displays are the same as in Command Training.



View replays of VS. mode matches and short movies of *Virtua Fighter™ 5*.

Replays

View replays of the VS. mode matches you have saved.

Use the D-pad/Left Stick $\uparrow\downarrow$ to select the replay data to view, and press the A button. After confirmation, the replay starts.

During the replay, press the START button to display the Pause menu.

■ Return to Replay

Close the Pause menu and resume the replay.

■ Play from the beginning

View the current replay again from the beginning.

■ Replay settings

Display commands and button inputs (separately for 1P and 2P sides) on the screen. For each selection, use the D-pad/Left Stick $\leftarrow\rightarrow$ to toggle the setting On/Off. Select End Adjustment and press the A button to return to the Pause menu.

■ Return to VF.TV Menu

Quit the replay and return to VF.TV menu screen.



Exhibition matches

View pre-recorded match-ups of the selected characters.

Use the D-pad/Left Stick $\leftarrow\rightarrow$ to select a character, $\uparrow\downarrow$ for the opponent, and press the A button to play. Alternately, press the X button to play all at random, or the Y button to play continuously. The recordings of the Exhibitions give you an idea of how to fight against the opponent in various situations.

As in Replays, press the START button to display the Pause menu.



Movie Theater

View demos and promotional movies of *Virtua Fighter™ 5*.

Rankings

View Leaderboards of both online and offline play.

First the top 10 players in the selected category will be displayed. Use the D-pad/Left Stick $\uparrow\downarrow$ to move the cursor, or press the X button to view where you stand. Press the Y button to view the Gamer card of the selected player.

The top 100 players in Arcade mode may also attach replay data. If you see a camera icon on the selected player, press the A button to view his/her replay.

Note: The Ring Name will not be shown in the replay. His/her Gamertag will be displayed instead.



Press the START button to Open Ranking Options. Press the BACK button to view Help on Rankings controls.

■ Rankings

View Leaderboard in the selected category.

■ Character

View Leaderboard with selected character.

■ Route

View Leaderboard with selected route (not available with Command Time Attack).

■ Toggle rankings

Close Ranking Options and display Leaderboard with new setting.

In Customize mode you can create and edit Character Data to be used in the Quest mode (p.14). The edited characters can also be used in Arcade, VS, and Dojo modes.

Character Select

First, select an open slot to create new data, or select an existing character to edit. If you create new data, you must next select a character to use.

Once the data is created, you cannot switch characters. To delete existing data, highlight the data and press the BACK button.



Customize Menu

Costume settings

Change the appearance of the character.

■ Item Edit

Select from four available costume types (see Main/Sub costume settings below), and customize the appearance of the character by applying items you've obtained.

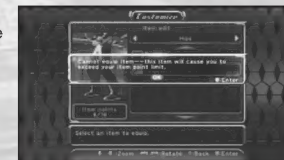
First, select one of the four types of character costumes. Note that some items can only be equipped with certain costume types.



Next, use the D-pad/Left Stick $\leftarrow\rightarrow$ to select the area to equip items, and press the A button. Next, use the D-pad/Left Stick $\uparrow\downarrow$ to select the item, and press the A button to equip (or select Return to default to return style of the area to its default; Remove to remove item in the area). The areas you can equip, and the items the character can equip vary depending on the selected character and the costume type.

Note: Rotate the view of your character using the Right/Left Bumpers, or zoom in/out using the Right/Left Trigger.

Each item has a value in item points. The total item points of the items equipped must not exceed the maximum allowance of 10. Also, only one item can be equipped in one area. Note that some items may not be equipped together, even across different areas.



■ Main/Sub costume settings

Out of the four costume types, select one type as your Main costume, and another as your Sub costume. Only these two can be selected at the Character Select Screen.



Item shop

You can buy items with the Fight money you earned.

If you earn enough Fight money, you can purchase items to customize your character's appearance. First, use the D-pad/Left Stick \leftarrow to select the body part and press the A button. Next, use the D-pad/Left Stick \uparrow to select the item, and press the A button to buy. Information for the selected item (usable costume types, item points, etc.) is displayed at the left side of the screen, so use this as a guide to make your purchase.



Change ring name

Enter a unique ring name with up to 10 alphanumeric characters.

Personal comment settings

Edit a two-line personal comment (PR) that appears before the match.

Emblem settings

Change the emblem which appears next to your ring name.

You can display an emblem next to your Ring name. Use the D-pad/Left Stick \leftarrow to select the emblem type. Next, select the emblem to display. If you do not want an emblem to appear, select **Remove emblem**.

Note: The ring name, personal comments, and emblem will not be displayed when you play the Xbox LIVE Vs. Battle.

End customization

Return to the Main Menu screen.

In Options, you can change various game settings, or manage saved data. Use the D-pad/Left Stick \uparrow to select an option to adjust, and \leftarrow where applicable to make changes. In any menu with the following menu items, select **Return to defaults** to return all values of the selected settings menu to the default value; select **End adjustment** to exit with changes. Where applicable, press the B button to cancel (exit without changes).



Game settings

Make a variety of changes to gameplay settings in ARCADE and VS modes.

■ Difficulty

Adjust CPU skill level (from 5 levels).

■ Round count

Adjust the number of rounds required to win a match.

■ Time limit

Adjust the time limit for each round.

■ Max. Health Bar: Player/CPU/1P/2P

Adjust the Health Bar for each player/CPU.

■ Stage select

Allows you to select the stage (ring) to play on. The game selects the stage randomly if this is set to Off.

■ Commentary

Toggles match commentary On/Off.

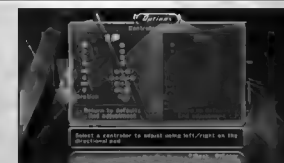


Controller settings

Edit controller button configurations/functions for each player.

First, select a controller to adjust. Next, for the selected controller, use the D-pad/Left Stick \uparrow to select the button, and \leftarrow to select its function. You can also set the Vibration setting of the controller On/Off here. Select **"Return to Defaults"** to reset.

Note: If **Controller settings** are accessed from the Pause menu of each mode, only the controller of the player who paused the game can edit the controller settings.



Sound settings

Make adjustments to the volume of the following voices/sound effects used in the game.

■ Ambient sound

Select ambient sound settings.

■ Volume: sound effects

Adjust the volume level for the sound effects.

■ Volume: music

Adjust the volume level for the background music.

■ Volume: commentary

Adjust the volume level for the commentary during the match.

Game Data

Manage saved data.

■ Save

Save (overwrite) the System Data file on the storage device.

■ Load

Load the System Data file from the storage device.

■ Autosave settings

Toggle On/Off the autosave feature. When this is set to Off, the game will prompt to confirm whether to save (overwrite) the System Data file.

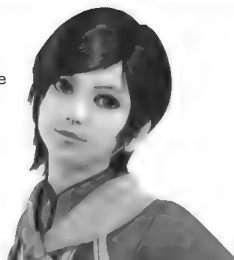
■ Change storage device

Change the storage device to save your data.

CHARACTER PROFILES

Eileen Country: China Fighting Style: Kou-Ken

After losing both her parents at a young age, Eileen was raised by her grandfather, a martial arts master. In addition to her grandfather's training, she also spent time studying with a Beijing opera troupe. One day, she happened to see a martial arts demonstration by Pai Chan, and was amazed by the beauty of her movements. Since then, Eileen thinks of little else besides finding some way to approach Pai.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Rakuho Sempukyaku	△△△△	Sayu Gekishou	△+△△△△+△
Renkan Zensou Senpu	△△△△△△	~Rakuchi Bougetsu	
Enkou Gekisou	△△△△	Sayu Gekishou	△+△△△△+△
Shoukou Yakutou	△△△△	~Rakuten Hagetsu	
Rententai	△△	Jinrai Santen	△+△△△△
Matsumen Soubi	△△△△△	Sayu Hashitsu	△+△△△△
Enkou Nyurin	△△△△	Taisei Soudou	△△△△
Enkou Yurin	△△△△	Enkou Toutou	△△△△
Nichigetsu Tenkan	△△△△	Koushi Renzan	△△△△△
Enkou Kenka	△△△△	Shashin Sousou	△+△
Fukushinshou	△△	Rigou Tenshintai	△+△
Koushi Choukan	△△△△	Hikou Rantsui	△+△△△
Taisei Rensou	△△△△△	Renkan Touku Kouhaikyaku	△△△△
Enkou Santen	△△△△	Kesshi Hanbi	△△△△△
Hikou Hagetsu	△△△△	Zensou Senpu	△△△△
Rinheki Hairan	△△△△	Honshin Kousoutai	△△△△
Hikou Bokushoku	△△	Goku Shicchi	△+△+△
Kousokuhon	△ (while rising from a crouch)	Goku Kouzan	From Goku Shicchi: △
Hikou Niki	△△	Goku Santeki	From Goku Shicchi: △
Hikou Senshi	△△△△	Shashin Hon'yaku	△+△ (during Defensive Move)
Hairenyaku	△△	Shashin Sousou	△ (during Offensive Move)
Kousokutan (deflect)	△△△△	Shashin Teikyaku	△ (during Offensive Move)
Taisei Kouten	△△△△△, then △ during hit	Moves from Zenkuhon	
Taisei Dakka	△△△△△	Zenkuhon	△△△△△
Hikou Choukan	△△	Zenku Soutsui	From Zenkuhon: △
Sokutantai	△△	Zenkuhon Rakutai	From Zenkuhon: △
Tanhiyaku	△△	Taisei Soumen	From Zenkuhon: △+△
Dokuritsu Sougan	△+△	Moves from Enkou Nyudou	
Sayu Gekishou	△+△△△	Enkou Nyudou	△△△△△
~Koushi Choukan	then △△△△ during guard or hit	Enkou Shutsudou	From Enkou Nyudou: △
Sayu Gekishou	△+△△△, then △△△△ during guard or hit	Shukushin Zensoubi	From Enkou Nyudou: △△
~Taisei Honsou	then △△△△ during guard or hit	Throws	
Sayu Gekishou	△+△△△, then △△△△ during guard or hit	Kou'ou Enten	△+△
~Taisei Chouzan	then △△△△ during guard or hit	Kou'ou Touten	△+△
Sayu Gekishou	△+△△△, then △△△△ during guard or hit	Kou'ou Gezan	△+△△
~Taisei Dakka	then △△△△ during guard or hit	Kou'ou Tekikyuu	△+△△ (or △) △
Sayu Gekishou	△+△△△, then △△△△ during guard or hit	Kou'ou Roukyuu	△+△
~Zenkuhon	then △△△△ during guard or hit	Kou'ou Batsuzan	△△△△△
Sayu Gekishou	△+△△△, then △△△△ during guard or hit	Kou'ou Kouzan	△+△
~Enkou Nyudou	then △△△△ during guard or hit	Down Attacks	
		Enkou Shousui	(opponent down) △△
		Enkou Rakuten	(opponent down) △△

El Blaze Country: Mexico Fighting Style: Lucha Libre

Unrivaled in the light-heavyweight division, El Blaze viewed Wolf's victories in the heavyweight division with envy and jealousy. In order to surpass Wolf and finally put these feelings behind him, El Blaze decides to enter the Fifth World Fighting Tournament.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Burnout Combo	△△△△	Demon Dance	△△△△
Jab-High Kick	△△	Demon's Tail	From Demon Dance: △
Jab-Low Kick	△△	High Spin Kick	△+△
Shadow Fang	△△	Jumping Savate	△△△△
Shadow Storm Combo	△△△△	Darkness Sword	△△△△, then △ during hit
Rising Back Spin Kick	△△△△	~Combo Rocket Discharge	
Back Spin Low Kick	△△△△	Low Spin Kick	△△△△
Inferno Savate	△△△△	Tornado Spin	△+△△
Rolling Low Knuckle	△△	Darkness Flame	From Tornado Spin: △, then △+△ during hit
Sit Jab	△△	Quick Back Spin Kick	△+△ (during Defensive Move), then △ during hit
Body Blow	△△	~Combo Rocket Discharge	
Fake Roll	△△△△△	Quick Body	△ (during Offensive Move)
Venus	From Fake Roll: △	Quick Knee	△ (during Offensive Move)
Venus Diversion	From Fake Roll: △, then △ during hit	Moves from Rocket Discharge	
Shadow Spear	△△	Rocket Discharge	△+△+△
Shadow Lance	△△△△, then △ during guard or hit	Flying Cross Chop	From Rocket Discharge: △
~Combo Rocket Discharge		Drop Kick	From Rocket Discharge: △
Face Smash	△△△△	Low Drop Kick	From Rocket Discharge: △△
Darkness Savate	△△△△, then △ during hit	Déjà Vu	From Rocket Discharge: △+△
~Combo Rocket Discharge		Throws	
Head Smash Kick	△△△△	High-Speed Brain Buster	△+△
Face Hit	△△△△	Decapitation	△+△
Quick Savate	△△△△	Whirlwind	△△△△△
Death Soylet Slash	△△, then △ during guard or hit	Just Face Lock	△+△ (during Whirlwind)
~Combo Rocket Discharge		Screw Drag	△△△△
Middle Kick	△△	Hole Drag	△△△△
Fade Roll Kick	△△△	Swing DDT	△△△△△
~Combo Rocket Discharge		44	△△△△
Drop Kick	△△	Astro Scissors	△△△△
Volcano Knee	△ (while rising from a crouch)	Head Scissors	△△△△
Combo Elbow Upper	△+△△△	Hammer Through	△△△△
Quick Combo	△+△△△	Hammer Through	△+△△△
Shadow Hammer	△+△△	~Combo Rocket Discharge	
Hammer Smash	△+△△△	High-Speed Huracán Rana	△△△△
Shutdown Knee	△+△△△	Rolling Clutch	(opponent crouching) △+△+△
Handsomen Scratch Rush	△△△△, then △+△△ during hit	Fantasma	(opponent crouching) △+△+△
~Combo Rocket Discharge		Spread Wing	(opponent crouching) △△△+△
Volcano Upper	△+△	Down Attacks	
Darkness Hammer	△+△	Tread Smash	(opponent down) △△
Jumping Hammer Knuckle	△+△	450 Splash	(opponent down) △△
Rolling Body Press	△+△		

Akira Yuki Country: Japan Fighting Style: Hakkyoku-Ken

Akira left the Fourth World Fighting Tournament in the semifinals, defeated by Kage-Maru. With only disappointment to show for his efforts in the third and fourth tournaments, Akira began to doubt himself. But one day, as he continued his training deep in the mountains, Akira's gaze dropped to a creek nearby. A single leaf rode the current, and spun around a boulder in the middle of the stream, avoiding it neatly.

"The leaf spins because it rides the stream, not trying to resist the flow..."

With a new epiphany fresh in his mind, Akira resumed his training.

And now, as his training nears its close, an invitation for the fifth tournament arrives.

"Now, I should be able to hold my own—and more—against him."



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Hachimion Kaida	↖+↘	(during stagger)	↖+↘ (during stagger)
Kansultai	↖+↘	Mouko Kouhazan	↖+↘ (during stagger)
Shousui~Tanheito	↖+↘+↘	(during stagger)	↖+↘+↘ (during stagger)
~Anshou Chouchu	↖+↘+↘	Byakko Soushouda	↖+↘+↘ (during stagger)
Rimon Chouchu	↖+↘	(during stagger) Utankyaku	↖+↘+↘ (during stagger)
Yakuho Chouchu	↖+↘+↘	Gaimon Tessen	↖+↘+↘+↘
Jouho Senshou	↖+↘	Hougekishu	↖+↘+↘+↘
Fukko~Shichiseiho	↖+↘+↘ (or ↖)	~Gaimon Chouchu	↖+↘+↘+↘
Fukko~Shichiseiho	↖+↘+↘ (or ↖)	Tenzankou	↖+↘ (during Defensive Move)
~Chouchu~Ouda	↖+↘+↘ (or ↖)	Toushou	↖+↘ (during Offensive Move)
Housui	↖+↘	Juji Toutai	↖+↘ (during Offensive Move)
Mouko Kouhazan	↖+↘, then ↖ during guard or hit	Throws	
~Kakuda Chouchu	↖+↘, then ↖ during guard or hit	Toushin Soutai	↖+↘
Byakko Soushouda	↖+↘, then ↖ during guard or hit	Kaikyusei	↖+↘
Koboku	↖+↘+↘	Kaikyu Tenshin Touda	↖+↘+↘ (or ↖)
Yohou	↖+↘+↘	Daiden Housui	↖+↘+↘
Kenhou	↖+↘+↘	Shin'ha	↖+↘+↘
Renkantai	↖+↘+↘	Junshin Honko	↖+↘+↘
Sokutai	↖+↘+↘	Junshin Honko~Shin'ha	↖+↘+↘ (during Junshin Honko)
Yohu Shousui	↖+↘+↘	Junshin Honko~Chinho	↖+↘+↘ (during Junshin Honko)
Renkan Toushou	↖+↘+↘	Chinho~Kouzanheki	↖+↘+↘ (during Chinho)
Suisou	↖+↘+↘+↘	Junho Honko (stagger)	↖+↘+↘
Senzankou~Shichiseiho	↖+↘+↘+↘ (or ↖)	Shishi Hougetsu	↖+↘+↘
Hazan Ryoutenchu	↖+↘+↘+↘	Youshi Senrin	↖+↘+↘
Chouzan Housui	↖+↘+↘ (can be charged)	Shinporiko	↖+↘+↘
Tetsuzankou	↖+↘+↘+↘	Reversals	
Maho Shoukou	↖+↘+↘	Yohou	↖+↘+↘ (vs. right high punch)
Gaimon Chouchu (deflect)	↖+↘+↘+↘	Gaimon Chouchu	↖+↘+↘ (vs. left high punch)
Souka Housui	↖+↘+↘	Tan'yokuchou	↖+↘+↘ (vs. high kick)
Hekisui	↖+↘+↘	Yohou	↖+↘+↘ (vs. right mid punch)
Youshi Saiken	↖+↘+↘ (can be charged)	Gaimon Chouchu	↖+↘+↘ (vs. left mid punch)
Teishitsu Dantai	↖+↘ (release ↖ after 1 frame)	Tan'yokuchou	↖+↘+↘ (vs. mid kick)
Ryusoushiki~Maho Chouchu~	↖+↘+↘+↘+↘+↘+↘+↘+↘	Gaimon Chouchu	↖+↘+↘ (vs. elbow)
Tetsuzankou (Shura Ha ou Koukazan)	↖+↘+↘+↘+↘+↘+↘+↘+↘	Jouho Shoukou	↖+↘+↘ (vs. right side kick)
Fujinkyaku~Jouho Choushitsu	↖+↘+↘+↘+↘+↘+↘+↘+↘	Haiho Richu	↖+↘+↘ (vs. left side kick)
~Fukko (Fujin Shoushitsu Fukogoro)	↖+↘+↘+↘+↘+↘+↘+↘+↘	Senpu Souchou	↖+↘+↘ (vs. knee)
Houken~Youshi Senrin~Soushou	↖+↘+↘+↘	Shoutenkou	↖+↘+↘ (vs. somersault)
(Hougeki Unshin Soukashou)	then ↖+↘+↘+↘ (or ↖) ↖ during hit	Honshin Tanda	↖+↘+↘ (vs. low punch)
Gekiho Honko (stagger)	↖+↘+↘+↘	Souhakushu	↖+↘+↘ (vs. low kick)
Kaiko (stagger)	↖+↘+↘+↘	Down Attacks	
		Soukahoo	(opponent down) ↖+↘
		Gekihousui	(opponent down) ↖+↘

Pai Chan Country: China Fighting Style: Ensel-Ken

Pai had entered the Fourth World Fighting Tournament out of concern for her sick father, Lau. But before she could see him, she was defeated and had to leave the tournament.

Pai searched for her father afterward, and found him just in time to save the weakened Lau from Lei-Fei's killing blow. Hit with the realization that Lau did not have long to live, Pai realized that she could do nothing for her father—she had to respect his desire to pursue ultimate strength for as long as he lived.

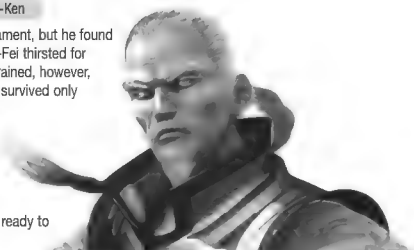
So when Pai learned that Lau was participating in the fifth tournament, she decided to enter as well, telling herself that the only way she can show her love for her father is to be strong, both emotionally and in combat.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Renkan Tenshinkyaku	↖+↘+↘	Sokushin Senpuga	↖+↘ (during Defensive Move)
Renkan Haitenkyaku	↖+↘+↘ (or ↖) ↘	Sokushin Toushou	↖+↘ (during Offensive Move)
Renkan Tenshin Soukyaku	↖+↘+↘	Soushin Danshitsu	↖+↘ (during Offensive Move)
Renkan Enshi Rantsui	↖+↘+↘+↘+↘	Moves from Bokutai	
Renkan Toukikyaku	↖+↘+↘	Bokutai~Chuken	From Bokutai: ↖
Renkantai~Bokutai	↖+↘	Bokutai~Raigekishou	From Bokutai: ↖+↘
Gyokujo Kensho	↖+↘	Bokutai~Kousou	From Bokutai: ↖+↘
Hi'en Dantai	↖+↘+↘	Soushougeki (deflect)	From Bokutai: ↖+↘
Ensei Souchou	↖+↘+↘	Bokutai~Kinkai	From Bokutai: ↖+↘
Ensei Souchouheki	↖+↘	Bokutai	From Bokutai: ↖+↘
Souchuken	↖+↘	~Zensou Taitoukyaku	From Bokutai: ↖+↘
Ensei Kosouha	↖+↘	Throws	
Ensei Raigekiken	↖+↘	Toushin Housoukyaku	↖+↘
Souka Rensuichou	↖+↘+↘	Raishin Nyurin	↖+↘+↘
Souka Senpukyaku	↖+↘ (can be charged)	Toushin Inshou	↖+↘+↘
Rikensui	↖+↘	Ensei Monza	↖+↘+↘
Koushu Kasui	↖+↘ (can be charged)	Kuretsu Tenhou	↖+↘+↘
Senpukyaku	↖+↘ (can be charged)	Shun'en Ryouku	↖+↘+↘
Ko'en Senkyaku	↖+↘	Honshin Haitsutsukou	↖+↘+↘
Koudantai	↖ (while rising from a crouch)	Senpu Enka	↖+↘+↘+↘+↘+↘
Shi'en Kousen	↖+↘+↘	Ensei Houshin Katal	↖+↘+↘
Renkan Tanheki	↖+↘+↘	Sei'en Katou	↖+↘+↘
Ensei Haikyaku~Bokutai	↖+↘+↘	Hi'en Honko	↖+↘+↘
Touku Kouhaikyaku	↖+↘+↘	Junsui Suishu	↖+↘+↘
Ensei Hajinkyaku	↖+↘	Hi'en Tenshin Shoukyaku	(opponent crouching) ↖+↘+↘+↘
Renka Sentai	↖ (or ↖) ↘+↘	Enfu Rinshou	(opponent crouching) ↖+↘+↘+↘
Senkyaku Chushou	↖+↘	Ensei Shoutai	(opponent crouching) ↖+↘+↘+↘+↘
Hi'en Rekyaku	↖+↘	Reversals	
Ensei Katanheki	↖+↘	Ensen Hairyu	↖+↘+↘ (vs. high punch)
Chouho Soukasui	↖+↘+↘+↘	Rasen Anshou	↖+↘+↘ (vs. high kick)
Kasulshou	↖+↘+↘ (can be charged)	Hi'en Hairyu	↖+↘+↘ (vs. high elbow)
Ensei Senpukyaku	↖+↘	Ensen Hairyu	↖+↘+↘ (vs. mid punch)
Enbu Renkyaku	↖+↘+↘	Rasen Anshou	↖+↘+↘ (vs. mid kick)
Ensei Touku Haikyaku	↖+↘+↘	Hi'en Hairyu	↖+↘+↘ (vs. mid elbow)
Kochoukyaku	↖+↘+↘	Kakyaku Senten	↖+↘+↘ (vs. side kick)
Zensoutai	↖+↘+↘	Shitsuten Toukai	↖+↘+↘ (vs. knee)
Honshin Soukyaku	↖+↘+↘	Down Attacks	
		Rai'in Shouda	(opponent down) ↖+↘
		Enshu Raigeki	(opponent down) ↖+↘
		Hi'en Youshu	(opponent down) ↖+↘+↘

Lau Chan Country: China Fighting Style: Koen-Ken

Lau was unable to win the Fourth World Fighting Tournament, but he found a worthy successor to his Ko'en-ken style—Lei-Fei. Lei-Fei thirsted for strength, and was obedient to his new master. As they trained, however, Lei-Fei suddenly turned on him, and the weakened Lau survived only because of Pai's sudden appearance. Lau realized that the bond between father and daughter was there, in spite of everything. But with death fast approaching, there was nothing that he could do for his daughter. True to the way he had lived his life, he disappeared. One day, an invitation to the fifth tournament arrived at what he had thought was a secret hideaway. He is now ready to face the last fight of his life.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Renkan Tenshinkyaku	↵↵↵↵	Souko Sensou	↵↵↵+↵
Renkan Haitenkyaku	↵↵↵↵ (or ↵) ↵	Kosou Renshou-Kokei	↵↵+↵↵↵+↵+↵
Renkan Tenshin Soukyaku	↵↵↵↵↵	Ko'en Tenshin Utanchu	↵↵+↵↵+↵
Souken Senputai	↵↵↵	Kokuiko Ransensou (deflect)	↵↵↵+↵
Tenshin Soukoshou	↵↵↵↵	Ko'en Souken	↵↵↵+↵
Renkentai-Kokei	↵↵↵↵+↵+↵	Souko Reppa	↵↵↵+↵
Ha'ou Soushou-Kokei	↵↵↵↵+↵+↵	Honshin Hekiken	↵↵↵+↵
Kosouken	↵↵	Senpuga-Kokei	↵↵+↵
Kosoushou	↵↵↵	Koryu Tenshinkyaku	↵↵+↵
Souchuken	↵↵	Enjin Senpukyaku	↵↵↵+↵
Fukko Sougeki	↵↵↵↵	Chisoutai	↵↵↵+↵
Shajou Chusui-Kokei	↵↵↵↵↵+↵+↵	Kukokyaku	↵↵↵+↵
Renkan Souchou	↵↵↵↵↵	Gelmen Tansou (stagger)	↵↵+↵+↵
Renkan Ko'enshou	↵↵↵↵+↵	Kousokuhi Ko'enshou	↵+↵ (during Defensive Move)
Renshou Tenshinkyaku	↵↵↵↵↵	Kokuko Toushin	↵ (during Offensive Move)
Renshou Haitenkyaku	↵↵↵↵↵ (or ↵) ↵	Kokuko Choushitsu	↵ (during Offensive Move)
Renshou Tenshin Soukyaku	↵↵↵↵↵↵	Moves from Kokei	
Renshou Senputai	↵↵↵↵	Senshin Shajou Sougeki	From Kokei: ↵↵↵+↵
Junho Renshou-Kokei	↵↵↵↵↵+↵+↵	Kou'ou Sakou	From Kokei: ↵↵, then ↵+↵ during hit
Hi'en Nyusou	↵↵↵↵	Gako Kin'you	From Kokei: ↵↵↵↵
Jinrai Kokou	↵↵↵↵↵	Touku Renkanshou	From Kokei: ↵↵
Renshu Senpu	↵↵↵↵	Kokyaku Haiten	From Kokei: ↵
Renken Sokushu	↵↵↵↵	Kokei-Enshishou	From Kokei: ↵+↵
Sokushutai	↵ (while rising from a crouch)	Kosou Gekishou	From Kokei: ↵↵+↵
Ko'en Tenshinkyaku	↵↵	Throws	
Ko'en Senehi	↵↵↵	Kensha Touraku	↵+↵
Ko'en Kasou Renshou	↵↵↵	Gako Shitsuda	↵↵+↵
Tenshin Risenkyaku	↵ (or ↵) ↵↵	Gako Bokushou	↵↵+↵↵ (or ↵↵)
Senkyaku Chushou	↵↵↵↵↵+↵+↵	Tenshin Ha'inshou	↵↵↵↵+↵
~Kokei	↵↵↵↵↵+↵+↵	Houshin Soukosoushou	↵↵↵↵+↵
Senkyaku Renkan Koshou	↵↵↵↵	Ryusha Senten	↵↵↵+↵
Rakuchi Kobikyaku	↵↵↵	Ryushu Katou	↵↵↵+↵
Touku Kosenkyaku	↵↵	Raishin Nyurin	↵↵↵+↵
Kokyaku Haiten	↵↵	Ko'en Renbu	↵↵↵↵+↵
Enshishou	↵+↵ (can be charged)	Daichi Toutsu	↵↵↵↵+↵
Tenshin Senchugeki	↵↵+↵	Down Attacks	
		Toushugeki	(opponent down) ↵↵
		Kosou Raishu	(opponent down) ↵↵

Wolf Hawkfield Country: Canada Fighting Style: Pro-Wrestling

When Dural appeared during the Fourth World Fighting Tournament, Wolf was on hand to watch the final match. He saw a small mark on Dural's body that was very similar to a symbol he had seen in his nightmares—a recurring dream of the apocalypse. Almost as if to confirm the connection, his nightmares ended.

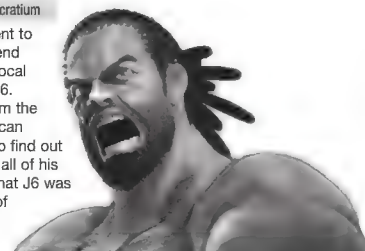
Wolf returned to his life as a professional wrestler, and received a challenge from El Blaze, and an invitation to the Fifth World Fighting Tournament. Wolf hid a smile, knowing that he'd have something else to look forward to besides fighting Akira.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Body Blow	↵ (during Offensive Move)
One Two Upper	↵↵↵	Dynamic Kick	↵ (during Offensive Move)
Combo Elbow Butt	↵↵↵↵↵↵	Throws	
Hammer Kick	↵↵	Face Crush Chop	↵+↵
Dragonfish Blow	↵↵↵	Catch	↵↵+↵
Rolling Back Elbow	↵↵↵+↵	Quebradora Slam	From Catch: ↵+↵
Screw Lariat	↵↵↵↵↵↵↵	Schwein	From Catch: ↵↵+↵
Elbow Butt	↵↵	Spiral Bomb	From Catch: ↵↵+↵
Shoulder Attack	↵↵↵ (can be charged)	Change	From Catch: ↵↵+↵
Emerald Flowision	↵↵↵, then max input speed	One and Only	From Change: ↵+↵
Emerald Flowision Variant	↵↵↵↵↵↵↵ during hit	Calif Branding	From Change: ↵↵+↵
Low Hammer	↵↵	Dangerous Backdrop	From Change: ↵↵+↵
Vertical Smash	↵↵↵	Giant Swing	↵↵↵↵↵+↵
Reverse Sledgehammer	↵↵↵↵	Giant Swing (fastest input)	(max input speed) ↵↵↵↵↵+↵
Arrow Knuckle	↵↵	KS	↵↵↵↵ or ↵↵↵↵↵+↵
Comet Hook	↵↵	DDT	↵↵+↵
Elbow Rush 3	↵↵↵↵↵	Turbo Drop Third	↵↵↵↵↵↵+↵
European Elbow	↵↵, then ↵↵+↵ during counter hit	Low Sway Tackle	↵↵↵+↵
Double High Kick	↵↵	F5	↵↵↵↵ or ↵↵↵↵↵+↵
Knee Lift	↵↵	Snap Meyer	↵↵+↵
Savate	↵↵	Soccerball Kick	From Snap Meyer: ↵↵↵
Face Lift Kick	↵↵	Smash Down Bottom	↵↵↵+↵
Drop Kick	↵↵	Jackhammer	↵↵↵+↵
Level Back Crush	↵+↵ (can be charged)	Swing Through	↵↵+↵
Dragon Chop	↵↵+↵↵↵	Frankensteiner	↵↵+↵
Quick Shoulder	↵↵↵+↵	Side Suplex	(opponent crouching) ↵↵+↵+↵
Half Nelson Suplex	↵↵↵↵↵↵+↵, then ↵+↵ during hit	Vertical Tiger Driver	(opponent crouching) ↵↵+↵+↵
Short Shoulder	↵↵↵+↵	Double Arm Suplex	(opponent crouching) ↵↵+↵+↵
Burning Hammer	↵↵↵↵↵↵+↵, then ↵+↵ during hit	Reversals	
Grizzly Lariat	↵↵↵↵↵↵+↵, then ↵+↵ during hit	Captured	↵↵+↵ (vs. high kick)
Regret Discharge	↵↵↵↵+↵	Dragon Screw	↵↵+↵ (vs. side kick)
Pounding Elbow	↵↵+↵	Low Punch Cut	↵↵+↵ success, then ↵↵+↵
Death Soythe	↵↵+↵	~Shining Wizard	↵↵+↵ success, then ↵↵+↵
Toe Kick Side	↵↵+↵↵	Down Attacks	
Toe Kick Stunner	↵↵+↵, then ↵+↵ during hit	Elbow Drop	(opponent down) ↵↵
Kenka Kick	↵↵+↵	Elbow	(opponent down) ↵↵
Sidestep Catch	↵+↵ (during Defensive Move)	Double Claw	(opponent lying face up) ↵↵+↵
		Ankle Lock	(opponent lying face up, feet towards you) ↵↵+↵

Jeffrey McWild Country: Australia Fighting Style: Pancratium

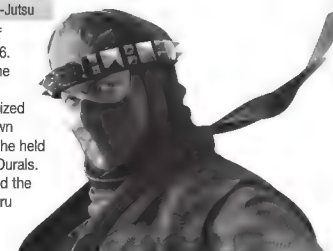
Jeffrey had entered the Fourth World Fighting Tournament to raise funds to buy a fishing research vessel with high-end radar, but when he returned home, he heard from the local fishermen that the Devil Shark had been captured by J6. His rival, captured!? Jeffrey couldn't believe his ears. "I'm the only one who can defeat the Devil Shark! No one else can touch him! No one!" Driven by obsession, Jeffrey tried to find out everything he could about J6, but even after spending all of his prize money from the tournament, all he learned was that J6 was the organization behind the tournament itself. Unsure of what to do next, Jeffrey's next move is decided for him when he receives an invitation to the fifth tournament.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Double Knuckle-Upper	△△△	Destruction Wave	△+△
Straight Knuckle	△△△△	Ducking Low	△△+△
~Body Blow~Threat Stance	△△△△△+△+△	Heel Scythe Kick	△△+△
Head Cut Smash	△△△△	Turn Straight	△+△ (during Defensive Move)
Combo Pile Bunker	△△△	Body Hook	△ (during Offensive Move)
Elbow Hammer	△△△△	Quick Knee	△ (during Offensive Move)
Dash Elbow Upper	△△△△	Moves from Threat Stance	
Violence Face Stamp	△△△△	Threat Stance	△+△+△
Double Impact	△△△	Heavy Knee Strike	From Threat Stance: △, then △△+△ during guard
Kenka Hook	△△△	Counter Side Kick	From Threat Stance: △
Tornado Punch	△△△△ (can be charged)	Spear Straight	From Threat Stance: △+△
Rising Hammer	△△△△	Rising Rush	From Threat Stance: △+△
Low Knuckle	△△	Throws	
Vertical Upper	△△△	Knee Smash	△+△
Double Upper	△△△	Power Slam	△△+△
Full Swing Upper	△△△	Head Butt	△△△+△
Killing Knee Hammer	△△△	Head Crush	From Head Butt: △△+△
Killing Knee	△△, then △△△△+△	Double Head Butt	From Head Butt: △△+△
Splash Mountain	△△, then △△△△+△	Triple Head Butt	From Double Head Butt: △△+△
Knee Attack	△△	Head Crush	From Double Head Butt: △△+△
Kenka Kick	△△△	Front Backbreaker	△△△△△+△
Knee Push Bottle Cut	△△△	Machine Gun Hammer	△△△△+△
Toe Kick Hammer	△△△	Body Lift	△△△+△ (change throw direction with △ or △)
Toe Kick Splash Mountain	△△, then △△△△+△	Go To Sleep	△△△△△+△
Side Kick	△△	Spine Buster	△△△+△
Double Stab	△+△△	Sharkbite Tackle	△△△+△
Buzzsaw Kick	△+△△, then △△+△ during counter hit	Splash Mountain	△△△△+△
Middle Hell Stab	△△+△	Back Throw	△△+△
Choke Slam	△△△+△, then △△+△ during hit	Iron Claw	(opponent crouching) △△+△+△
Hell Dunk Hammer	△△△+△	Machine Gun Knee Lift	(opponent crouching) △△△+△+△
Heavy Back Knuckle	△△+△△+△+△	Power Bomb	(opponent crouching) △△+△+△
~Threat Stance		(opponent falling, face up with feet in the air) △△+△	
Stomach Destroyer	△△+△△	Air Catch Bomb	
Head Attack	△△△+△	Down Attacks	
Full Swing	△△△△+△	Stomping	(opponent down) △△
Double Hammer	△△△△+△	Body Press	(opponent down) △△
Megaton Knuckle	△△△+△	Raiden Drop	(opponent down) △△+△
Hell Dunk Knee	△△+△△	Devil Reverse Claw	(opponent lying face up) △△+△
Tidal Wave Combo 4	△△+△△△△	Neck Hanging Bomb	(opponent lying face up) △△+△

Kage-Maru Country: Japan Fighting Style: Hagakure-ryu Ju-Jutsu

Kage-Maru had entered the fourth tournament to save the soul of his mother, Tsukikage, who had been transformed into Dural by J6. He made it to the final round, but the finals were interrupted by the sudden intrusion of Dural. Kage-Maru tried to reach whatever was left of Tsukikage, but realized that it was too late. He destroyed Tsukikage and Dural with his own hands. Afterwards, however, he realized that the destroyed Dural he held in his arms was not Tsukikage, but one of the production-model Durals. After further investigation, Kage-Maru found that J6 had continued the Dural Project with a new model with Vanessa's abilities. Kage-Maru decides to enter the fifth tournament to stop J6, and to save Tsukikage.



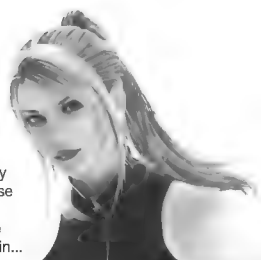
MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Moves from Hagakure-ryu You Jumonji Kamae	
Sandan Urageri	△△△△	Hagakure-ryu You Jumonji Kamae	△+△+△
Sandan Fujinkyaku	△△△△ (or △) △	Hagakure-ryu In Kama'ttachi	From Hagakure-ryu You Jumonji Kamae: △△△+△
Sandan Rasen Urageri	△△△△△	Hagakure-ryu You Kusabi'uchi	From Hagakure-ryu You Jumonji Kamae: △△
Hagasane	△△	Rasen	From Hagakure-ryu You Jumonji Kamae: △△
Hiji'uchi	△△	Rasen Urageri	△△△
Jizuridan	△△	Shippuzan	From Hagakure-ryu You Jumonji Kamae: △△
Hagakure-ryu In Yougeki	△△△	Sokudangasane	From Hagakure-ryu You Jumonji Kamae: △+△
Fushin Hlzageri	△△△	Fushin Hlzageri	From Hagakure-ryu You Jumonji Kamae: △+△
Doukudaki	△△	Doukudaki	△△
Ryu'eikyaku	△△△	Tenshin Agokudaki	△△△
Ura Tsumujigeri	△△△	Ura Tsumujigeri	△△△
Kuruwageri	△△△	Kuruwageri	△△△
Rasen Kouryujin	△△△△	Rasen Kouryujin	△△△△
Jibashiri	△△	Jibashiri	△△
Senpugeri	△△	Senpugeri	△△
Tobimaegeri	△ (or △) △	Tobimaegeri	△ (or △) △
Bosatsushou (stagger)	△+△	Bosatsushou (stagger)	△+△
Hagakure-ryu In Fujingeki	△△+△△	Hagakure-ryu In Fujingeki	△△+△△
Rakusenjin Gaeshi	△△+△△	Rakusenjin Gaeshi	△△+△△
Kasumi Yaiba	△△+△△	Kasumi Yaiba	△△+△△
Hagakure-ryu In Suzaku Hishoukyaku	△△△△+△△△, then △ during hit	Hagakure-ryu In Suzaku Hishoukyaku	△△△△+△△△, then △ during hit
Naraku Otoshi	△△△△+△△	Naraku Otoshi	△△△△+△△
Fujin Urasuisha	△△+△△	Fujin Urasuisha	△△+△△
Souhain	△△+△	Souhain	△△+△
Rasengeri	△+△	Rasengeri	△+△
Fusen Renkyaku	△△+△	Fusen Renkyaku	△△+△
Hagaryu	△△△+△	Hagaryu	△△△+△
Gen'you Otoshi	△△+△, then △△+△ during guard or hit	Gen'you Otoshi	△△+△, then △△+△ during guard or hit
Ryubisen	△△△+△	Ryubisen	△△△+△
Tsumujigeri	△△+△	Tsumujigeri	△△+△
Suishageri	△△+△	Suishageri	△△+△
Engetsugeru	△△+△	Engetsugeru	△△+△
Rairyu Hishoukyaku	△△△+△+△	Rairyu Hishoukyaku	△△△+△+△
Hagakure Senjin	△+△ (during Defensive Move)	Hagakure Senjin	△+△ (during Defensive Move)
Ryusuizan	△ (during Offensive Move)	Ryusuizan	△ (during Offensive Move)
Ryusui Urageri	△ (during Offensive Move)	Ryusui Urageri	△ (during Offensive Move)
		Moves from Hagakure-ryu In Shippujin	
		Hagakure-ryu In Shippujin	△△+△+△
		Hagakure-ryu In Shinsoku Renjin	△△△
		Hagakure-ryu In Kumobarai	From Hagakure-ryu In Shippujin: △△
		Hagakure-ryu In Shouryuzan	From Hagakure-ryu In Shippujin: △△
		Hagakure-ryu In Kusanagigiri	From Hagakure-ryu In Shippujin: △△
		Hagakure-ryu In Ryubi Renkyaku	From Hagakure-ryu In Shippujin: △△△
		Fushin Randangeki	From Hagakure-ryu In Shippujin: △+△
		Throws	
		Taitou	△+△
		Jungyaku Jizai	△+△
		Kagegasumi	△△+△
		Tomoenage	△△+△
		Ko'enraku	△△△+△
		Izuna Otoshi	△△△+△△+△
		Fugasumi	△△△+△
		Katanagasumi	△△+△
		Fushin Randangeki	△△+△
		Reversals	
		Kotegaeshi	△△+△ (vs. high punch)
		Kotegaeshi	△△+△ (vs. mid punch)
		Down Attacks	
		Kakato Otoshi	(opponent down) △△
		Hi'endan	(opponent down, close range) △△

Sarah Bryant Country: U.S.A. Fighting Style: Martial Arts

Sarah had entered the Fourth World Fighting Tournament in the hopes that surpassing her brother would allow her to put her past behind her. But while she was able to push Jacky to the edge, she was unable to defeat him. In addition, Sarah was faced with the sudden disappearance of Vanessa, who had been protecting her.

Then one day, Sarah heard that Jacky had resumed his training in order to destroy J6 himself. Sarah decided that if she could destroy J6 first, she could both surpass her brother and prevent anyone else from becoming a victim of the evil organization.

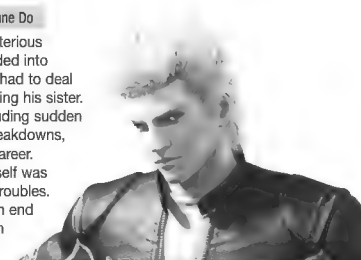
But Sarah knew too little of the power of J6. Her efforts to infiltrate J6 play neatly into their hands, and danger threatens her once again...



MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Normal Moves	
Combo Rising Knee	②②②③	Sword Rush Combo	②③+②③③
Combo Somersault Kick	②②②③ (or ②) ③	Sidestep Kick	②+③ (during Defensive Move)
Combo Scarecrow	②②③③③	Sidestep Slash	② (during Offensive Move)
Combo Reverse High Kick	②②③③	Sidestep Knee	③ (during Offensive Move)
Serpent Tail	②②③③	Moves from Flamingo	
Punch High Kick	②③	Cut-in Punch	From Flamingo: ②
Elbow Side Chop	②②②	Cut-in Chop	From Flamingo: ②②
Double Joint Butt	②②③	Side Kick Combination	From Flamingo: ③③
Elbow Hook Kick	②②③	Valkyrie Lancer	From Flamingo: ②③
Serpent Frenzy	②③③, then ③ during hit or guard	Hand Hold Neck Cut	From Flamingo: ②
Tail Sweep	②③③③+②	Somersault Kick	②③, then ②+③ during hit
Serpent Claw	②③③③③	Back Knuckle Side Kick	From Flamingo: ② (or ③) ③
Squat Straight	②②	Edge Kick Combo Triple	From Flamingo: ②③+③③, then ③③ during hit
Setup Combination	②②③	Low Spin Kick	From Flamingo: ②③+③
High Kick Straight	③③	Leg Hook Throw	From Flamingo: ②+③
Double Thrust Kick	③③	Gatling Kick Beat	From Flamingo: ②③③③ (or ②③③③③) ②+③
Knee Kick	③③	Moves from Step	
Switch Kick	③③	Step	From Flamingo: ②+③+③
Sharp sword	③③③③	Toe Kick Combination	From Step: ③③③
Jackknife Middle Kick	③③③	Step	From Step: ③③③, then ③③ during hit
Mirage Kick	③③③	~Edge Kick Combo Triple	From Step: ③③+③
Dragon Smash Cannon	③③③	Throws	
Full Spin Heel Kick	③③	Valkyrie Rage	②+③
Somersault Kick	③③	Requiem	②②+③
Hide Side Kick (deflect)	③+③	Requiem	②②+③ (or ②)
Storm Combination	③③+③③③③	~Mirage Step Kick	③③③③③
Blizzard Kick	③③+③③③③	Neckbreaker Drop	③③③③③
Double Rise Kick	③③+③	Leg Hold Throw	③③③③③
Serpent Smash Cannon	③③+③③③	Sweet Pain	③③③③③ (or ③③③③③③) ②+③
Crush Tornado	(while rising from a crouch) ③+③ (can be charged)	Mermaid Palanx	③③③③③
Shadow Slash	③③+③③③	Front Suplex	③③③③③
Spear Kick Combo	③③③③③③	Falling Angel Throw	③③③③③③
Crescent Heel	③③+③	Rolling Face Crush	③③③③③
Leg Slicer	③③+③	Down Attacks	
Rising Knee Double	③③③③③③	Soccerball Kick	(opponent down) ③③
Round Kick	③③+③	Jumping Knee Stamp	(opponent down) ③③
Low Spin Kick	③③+③		
Valkyrie Sword	③③+③③③		
Valkyrie Strike	③③+③③③③③		

Jacky Bryant Country: U.S.A. Fighting Style: Jeet Kune Do

Jacky could barely contain his anger against J6, the mysterious organization that was after his sister, Sarah. He was goaded into entering the Fourth World Fighting Tournament, but then had to deal with the disappearance of Vanessa, who had been guarding his sister. Even in his races, the continuing series of incidents, including sudden pull-outs by his sponsors and improbable mechanical breakdowns, seemed to indicate someone tampering with his racing career. J6 was behind everything, and unless the organization itself was destroyed, there would be no end to Jacky and Sarah's troubles. With this new realization, Jacky was determined to put an end to J6. With almost perfect timing, the invitation to the fifth tournament arrives.



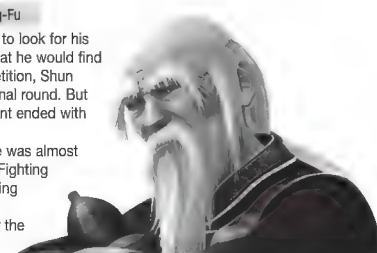
MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Normal Moves	
Flash Piston Punch	②②②	Lightning Kick 5	②③+③③③③③
Double Punch Slash Kick	②②③	Rage of Dragons	③②③③, then ②+③ during hit
Combo Smash Back Knuckle	②②③③③③ (or ③) ②+③+③	Dragon Combination 2	③③+③③③ (or ③) ②+③+③
~Side Slide Shuffle		Dragon Combination 3	③③+③③③
Combo Smash Back Knuckle Spin	②②③③③③	Spinning Kick Low Spin Kick	③③+③③③
Combo Smash Back Knuckle Low	②②③③③③③	Step-in Middle Kick	③③③③
Rib Crush	②②③③③③③+③	Spin Heel Sword	③③+③
Combo Smash Sword	②②③③③	Middle Spin Kick	③③③③③
Jab Straight Back Knuckle	②②③③③ (or ③) ②+③+③	Spin Leg Slicer	③③+③③
~Side Slide Shuffle		Jumping Savate	③③+③
Combo Back Knuckle Spin	②②③③③	Head Hook Kick	③③+③
Jab Double Straight	②②③③③	Switch Spin Kick	③③+③③③
Punch High Kick	③③	Barrier Kick	③+③ (during Defensive Move)
Middle Smash Sword	②②③	Sidestep Body	③ (during Offensive Move)
Double Back Knuckle	③③③	Sidestep Hammer Kick	③ (during Offensive Move)
Spinning Arm Kick	③③③	Moves from Side Slide Shuffle	
Spinning Back Knuckle	③③③③	Elbow Back Knuckle	From Side Slide Shuffle: ③③
Low Slash	③③③③	Moves from Slide Shuffle	
Spinning Slant Back Knuckle	③③③③③	Slide Shuffle	③③+③③+③
Squat Straight	③③	Flash Back Knuckle	From Slide Shuffle: ③
Smash Upper	③③③③	Step-in Sword	From Slide Shuffle: ③
Lightning Back Knuckle	③③③③③	Step-in Low Slash High	From Slide Shuffle: ③③③
Smash Back Knuckle	③③③③③+③ (can be charged)	Dragon Back Knuckle	From Slide Shuffle: ③+③
Rage Kick	③③③	Ducking~Heavy Body	From Slide Shuffle: ③③③
Flash Sword Kick	③③③, then ③ just before hit	Toe Kick Somersault Kick	From Slide Shuffle: ③③③, then ②+③ during hit
Combo Knuckle Spin Kick	③③③③	Ducking~Fire Darts	From Slide Shuffle: ③③③③+③
Combo Knuckle Low	③③③③③	Throws	
Double Spinning Kick	③③	Face Smash Kick	③+③
Knee Kick	③③	One-Inch Blow~Switch	③③+③③ (or ③)
Dash Hammer Kick	③③③	Back Blow Combo	
Fake Elbow Back Knuckle	③③③, then ③ just before hit	Dragon Fist	③③③③③
Spin Kick Combination	③③③③③	Knee Strike	③③③③③
High Angle Upper Kick	③③③③	Dragon Snap	③③③③③
Somersault Kick	③③	Sadistic Hanging Knee	③③③③③
Double Dragon	③③	Moves from Pak Sao	
Beat & Back Knuckle	③+③③	Pak Sao	Lever neutral (vs. high/mid punch)
Beat Spin Kick	③+③③	Pak Sao Knuckle	From Pak Sao: ③
Chopping Left	③③+③③③	Down Attacks	
Bill Jee	③③③③③	Soccerball Kick	(opponent down) ③③
		Jumping Knee Stamp	(opponent down) ③③

Shun Di Country: China Fighting Style: Drunken Kung-Fu

Shun had entered the Fourth World Fighting Tournament to look for his young student who had been abducted by J6. Hoping that he would find useful information by fighting his way through the competition, Shun fought with uncharacteristic energy, and made it to the final round. But he was unable to find any information, and the tournament ended with Dural's intrusion in the final round.

Shun returned to his quiet life of retirement, and when he was almost ready to give up, an invitation arrived for the Fifth World Fighting Tournament, and the sender's name was that of his missing student.

Shun enters the fifth tournament, determined to discover the truth behind his student's mysterious disappearance.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Gyou'inshu	②+③+⑤	Kasen Renchugeki	↵ (or ⇄) ②+③+⑤⑥⑦
Honshin Tanika	②③⇄⑥	Kousoku Kouhi Fushu	⇄ (or ⇄) ②+③+⑤⑥⑦
Renkan Chougeki-Soukokukyu	②③⑥⑦, then ⇄ just before hit	Shasoku Renkyaku	②+③ (during Defensive Move)
Rengeki Koukashutai	(6 or more drinks) ②③⇄⑥⑦	Sokuhi Kanshu	② (during Offensive Move)
Chougeki Rigoutai	②③	Sokuhi Teishitsu	③ (during Offensive Move)
Kasenko	⇄②③⑥⑦	Moves from Zabantetsu	
Kasen Gyou'in		Zabantetsu	↵②+③
~Soukokukyu Tum	(6 or more drinks) ⇄②③⑥⑦+③⇄	Chubu Rakusenkyaku	From Zabantetsu: ③
Ousou Gyou'in		Saieikyaku	From Zabantetsu: ⇄③
~Soukokukyu Tum	(8 or more drinks) ⇄⇄②③⇄	Moves from Tentouritsu	
Suisen Gyou'in		Tentouritsu	⇄⇄⇄⇄⇄⇄②+③
~Soukokukyu Tum	(4 or more drinks) ⇄②③⇄	Toushin Renkyaku	From Tentouritsu: ②+③
Rengeki Gakushu	⇄⇄②③⑥	Tenshin Sulshukou-Oushin	From Tentouritsu: ②+③⑤
Rengeki Gyou'in-Soukokukyu Tum	(6 or more drinks) ⇄⇄②③⑥⑦+③⇄	Soushoutai	From Tentouritsu: ③+⑤
Shinhou Suikoushu	⇄⇄②③	Moves from Oushin	
Fukuchougeki	⇄②	Oushin	⇄⇄⇄⇄⇄②+③
Chouwan Saishu	(6 or more drinks) ⇄⇄⇄②③⑥	Gyoushi Toutai	From Oushin: ③⑥⑦
Getsuga Saigeki	⇄⇄②③	Nehan Rengeki Katai	(10 or more drinks) From Oushin: ③⑥⑦③⑥
Gyou'in Haishu-Soukokukyu Tum	⇄②③	Moves from Choukarou	
Gyou'in Renkan Tankyaku		Ousou Sengeki	From Choukarou: ②
~Tentouritsu	(8 or more drinks) ⇄②③⑥⑦+③+⑤	Sokutan Senshu	From Choukarou: ③
Haisenchi Kaikakyaku	⇄ (or ⇄) ②③	Moves from Soukokukyu	
Renshu Kaishu	③⑥⑦	Ha'ou Chouteki	From Soukokukyu: ②③⑥
Renshu Haika Ryukyaku	(16 or more drinks) ③⑥⇄②③	Kokukyu Zensou	From Soukokukyu: ⇄③
Sokutan Senshu	⇄③	Kaibou Hanbi	From Soukokukyu: ②+③⑥
Rentai Kanshu	③⑥⑦	Haishin Renkan Chougeki	(opponent behind) From Soukokukyu: ②③, then ⇄ just before hit
Chubu Soutenkyaku	⇄⇄②③	~Soukokukyu	(opponent behind) From Soukokukyu: ⇄③
Getsuga Chougeki	⇄②③	Rouko Haibi	(opponent behind) From Soukokukyu: ⇄③
Kouhi Tentai	⇄⇄②③	Kokukyu Ryou'in	(opponent behind) From Soukokukyu: ②+③⑥
Ryubikyaku	⇄③	Throws	
Sokutankyaku	⇄③	Suho Tenshinchi	②+③
Koushu Rentai	③⑥⑦	Suiryu Bukazan'un	⇄②+③ (or ⇄)
Suisen Renkyaku-Tentouritsu	②+③⑥⑦+③+⑤	Rengeki Tenshin Ousoushu	(3 drinks or more) ⇄⇄②+③
Tenshin Souchushou	⇄②+③	Toushu Richu	⇄②+③
Tenshin Getsuga Chougeki (deflect)	(10 or more drinks) ⇄②+③	Gouhai Senbu	(10 drinks or more) ⇄⇄②③ (or ⇄⇄⇄⇄⇄) ②+③
Gekizan Senchu	⇄②+③ (can be charged)	Tenshin Souko	⇄②+③
Ousoushu	③+⑥⑦	Tenshin Soukeikyaku	(6 drinks or more) ⇄⇄②+③
Toukyaku	⇄③+⑥	Down Attacks	
Hanshi n Rensenkyaku-Choukarou	⇄③+⑥ (hold ②+③)	Rasen Suichu	(opponent down) ⇄②
Renkan Zensen Soutai	(7 or more drinks) ⇄③+⑥⑦③⑥	Tenchu Rakukyaku	(opponent down) ⇄②
Senpu Soutai	⇄③+⑥		
Suisen Honda	⇄②+③+⑥⑦, then ② during guard or hit		

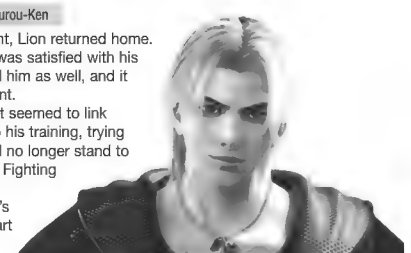
Note: Shun Di's fighting style, Drunken Kung-Fu, requires him to feign drunkenness, often making drinking movements. Some moves require Shun Di to have a certain number of drinks. Certain moves increase Shun Di's drink count, while others will reduce it.

Lion Rafale Country: France Fighting Style: Tourou-Ken

At the end of the Fourth World Fighting Tournament, Lion returned home. He had not been able to win the tournament, but was satisfied with his performance and fighting. His father congratulated him as well, and it seemed that his life would continue without incident.

But one day, Lion stumbled on the documents that seemed to link his father's company to J6. Lion threw himself into his training, trying to forget about his suspicions. Just when he could no longer stand to keep quiet, an invitation arrived for the Fifth World Fighting Tournament.

Somewhat bothered by the timing of the invitation's arrival, Lion decides to enter the tournament, in part to learn about his father's involvement with J6.



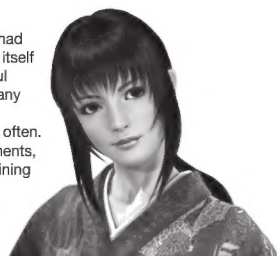
MOVES	COMMAND	MOVES	COMMAND
Normal Moves			
Renkan Senshou	②③⑥	Tenshin Ryou'inkyaku	⇄③+⑤
Rensui Hachihon	②③⑥	Senpu Haisoushu	⇄⇄③+⑥⇄②
~Tourou Soufu	②③⇄②③+③+⑤	Kousoutai	⇄③+⑤
Rensui Mabanshu	②③⇄ (or ⇄) ②③	Zensou Tenshinkyaku	⇄③+⑤
~Honshin		Mabanshu	②+③ (during Defensive Move)
Rensui Soshu	②③⇄②+③	Shashin Konryuchu	② (during Offensive Move)
Rensuitai Shumen	②③⑥	Shashin Sokusouteki	③ (during Offensive Move)
Rensuitai-Kampo	②③⑥+③+⑤	Moves from Kampo	
Banchu Renkanshu	⇄②③	Tourou Shugan	From Kampo: ②③
Senshippo	⇄②③	Kampo Teishitsu	From Kampo: ③
Ni In'you-Tourou Soufu	⇄②③+③+⑤	Moves from Tourou Soufu	
Shinpo Tourou Soshu	⇄②③	Tourou Soufu	⇄②+③+⑤
Katousui	⇄②	Taitou Bougetsu	From Tourou Soufu: ②
Shippo Shousenshu	⇄②③	Ousen Soufu	From Tourou Soufu: ⇄②
Rakugekishou	⇄②③	Tenshin Senputai	From Tourou Soufu: ②③
Tougeki Rensui	⇄②③	Roushu Matsumen	From Tourou Soufu: ②+③
Rensentai	③⑥	Senputai	
Koushu Teishitsu-Kampo	⇄③⑥+③+⑤	Moves from Tourou Maifuku	
Fujin Rentankyaku	⇄⇄③⑥	Tourou Maifuku	⇄②+③+⑤
Sentai Shumen	⇄②③	Tourou Sanrensou	From Tourou Maifuku: ②③⑥
Tanhiyaku	⇄②③	Maifuku Toubi	From Tourou Maifuku: ⇄③
Zensoutai	⇄②③	Tourou Soutansou	From Tourou Maifuku: ②+③
Katoutai	⇄③⑥	Throws	
Dantai	⇄③	Hatoushu Shutai	②+③
Senkyutai	⇄③	Saishu Houkou	⇄②③+⑤
Souji Senpu	②+③	Hiten Soukukyu	⇄⇄②+③
Tenshin Touho	⇄②+③⑥	Goda Renkanheki	⇄⇄⇄②③+⑤
Soushukyu	⇄②+③⑥	Tozan Honshakyaku	⇄②③+⑤
Tourou Youzan	⇄⇄②+③⑥	Shichisei Tenbunchu	⇄②+③
Taizan Soukoushu	⇄②+③ (can be charged)	Tenshin Soukoushu	⇄⇄⇄②③+⑤
Kouho Hachihonsui	⇄⇄②+③⑥⑦+③+⑤	Haika Senten	⇄②+③
~Tourou Soufu		Youzan	⇄②③+⑤
Rensansui Banchu	⇄⇄②+③⑥⑦	Tourou Chouhi Soukoushu	⇄②③+⑤
Ryusei Mabanshu	⇄②+③⑥⇄ (or ⇄) ②③	Bokuho	⇄②③+⑤
~Honshin		Renkan Sakusui 3	From Bokuho: ②③⑥
Takuhi Hoshinshou	⇄②③+⑤	Rakushu Soshu	From Bokuho: ⇄ (or ⇄) ②+③ (left side)
Juchou Senshou	⇄②+③	Rakushu Dantai	From Bokuho: ⇄ (or ⇄) ②+③ (right side)
Honsui	⇄②③	Down Attacks	
Zaban Shuhou	⇄②③+⑤	Rakusenshu	(opponent down) ⇄②
Shaho Shasousui	⇄②+③	Hiten Rakutai	(opponent down) ⇄②
Shippu Sanrentai	③+⑥⑦③⑥		

Aoi Umenokouji Country: Japan Fighting Style: Aiki Ju-Jutsu

Aoi left the fourth tournament with only frustration and anger. She had to endure a slew of pick-up lines before her match, and the match itself was a complete loss. Her opponent's nimble footwork and powerful kicks were more than impressive, but his tendency to come on to any woman he saw only angered Aoi.

Even after the tournament ended, Aoi thought about her opponent often. There had never been any fighters like that in the previous tournaments, and he had made a strong impression on her. Aoi found herself training harder because she wanted to show him a thing or two.

Now that the invitation to the Fifth World Fighting Tournament has arrived, Aoi can barely contain her desire to enter the tournament and see him again.



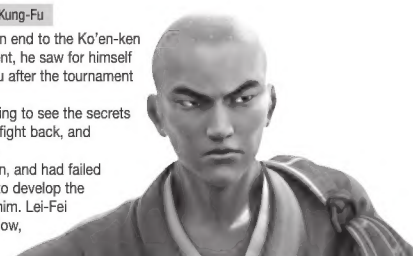
MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Ryusen	From Tenchi In'you: ◀ (or ▶) ②
Rentotsu Kodachi	②②②②	Throws	
Rentotsu Kusanagi	②②②②②	Ko'ate	②+②
Rentotsu Kinuguruma	②②②②②②	Hikichigai	◀②+② (change throw direction with ◀ or ▶ or ◀)
~Sundome	②②②②②②	Okurite Mawashi	◀②②+②
Rentotsu Ryusen Soushou	②②② (or ◀) ②②	Wakigarami	◀②②②②②+②
Nirentotsu Kugikyaku	②②②	Yumigatame	◀② (or ◀②) ②+② (during Wakigarami)
Shougerigasane	②②	Ebi'ori	◀②②②+② (during Yumigatame)
Tsumujisakura	◀②②	Taiboku Taoshi	◀②②② (or ◀②②②②) ②+②
Koromoguruma	◀②②	Taiboku Kudaki	◀②②②②②+② (during Taiboku Taoshi)
Ougimai~Tachikaze	②②②	Aikinage	✂②②+②
Tenkai	◀②②, then ②+② during hit	Okuri Otoshi	◀②②+②
Ryoushi	◀②②	Kiri'e Otoshi	◀②②② (or ◀②②②②) ②+②
Gedan Shouda	◀②	Moroteki	✂②②+②
Sodeguruma	✂②②, then ◀②②+② during counter hit	Konoha Otoshi	◀②②+②
Hou'oushu	②②	Oboroguruma	◀②②②+②
Uegeri~Datotsu	②②②	Hangetsu	◀②②+②
~Abarakudaki	②②	Tekime Tushin	(opponent crouching) ◀②+②+②
Kusarigama	②②	Shin no Kurai	(opponent crouching) ◀②+②+②
Kumogeri	◀②②	Reversals	
Sou'unha	◀②②	Uzureri	◀②②+② (vs. right high punch)
Kamageri	◀②	Tenshin Nyushin	◀②②+② (vs. left high punch)
Kasumi Renshou	◀②②②②	Edasaki	◀②②+② (vs. right high kick)
Maegeri	◀②	Kusabi Otoshi	◀②②+② (vs. left high kick)
Oushu Hiji'ate	◀②+②②	Uzureri	◀②②+② (vs. right mid punch)
Ouka	◀②②+②②	Tenshin Nyushin	◀②②+② (vs. left mid punch)
Iwaodome	◀②②+②②	Edasaki	◀②②+② (vs. right mid kick)
Soushouda	◀②②+②	Kusabi Otoshi	◀②②+② (vs. left mid kick)
Jousei Ryusenshou	◀②②②+②	Senryu	◀②②+② (vs. low punch)
Inshou	◀②②②+②	Kaede Otoshi	◀②②+② (vs. low kick)
Shinchuzuki (deflect)	◀②②②+②	Ryuseishu	From Tenchi In'you: (vs. high punch/mid punch/elbow)
Tengu Otoshi	✂②②+②②	Down Attacks	
~Kaname'uchi	✂②②+②②	Tate Shutou	(opponent down) ◀②
Sodeshinken	◀②②②+②	Kusei Komashutou	(opponent down) ◀②
Shigure	②+②	Kusei Gatotsugeri	(opponent down) ◀②+②
Ogamigiri (deflect)	②②+②	Edakudaki	(opponent lying face up, feet toward you) ◀ (or ▶) ②+②
Kusanagi	②②+②		
Mikawashi Ouda	②+② (during Defensive Move)		
Abara'uchi	② (during Offensive Move)		
Hiza'ate	② (during Offensive Move)		
Moves from Tenchi In'you			
Tenchi In'you	◀②+②+② (can be charged)		

Lei-Fei Country: China Fighting Style: Shaolin Kung-Fu

Lei-Fei had received orders from his master to put an end to the Ko'en-ken style. But when he found Lau in the fourth tournament, he saw for himself the amazing power of the style, and approached Lau after the tournament as a promising student.

Impatient to learn quickly, Lei-Fei attacked Lau, hoping to see the secrets of Ko'en-ken. But the weakened Lau was unable to fight back, and survived only because of Pai's sudden appearance.

Lei-Fei had failed in his mission to destroy Ko'en-ken, and had failed to learn Ko'en-ken for himself. His only choice was to develop the strength required to defeat anyone who came after him. Lei-Fei used the pressure to push himself to new heights. Now, Lei-Fei is ready to enter the fifth tournament.



MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Moves from Hai Shiki	
Rengaki Soshouha~Hai Shiki	②②②	Hai Shiki	◀②+②+②
Kakushu Suigeki	◀②②+②+②	Housui Rengaki~Dokuritsu Shiki	From Hai Shiki: ②②
~Ura Koko Shiki	◀②②+②+②	Housui Shouheki	From Hai Shiki: ②②+②
Kakushu Suirengaki	◀②②	Koudantai~Dokuritsu Shiki	From Hai Shiki: ②
Toushou	◀②②	Hai Shiki Zensoutai	From Hai Shiki: ◀②
Rakengaki	◀②②	Senshippo	From Hai Shiki: ②+② (can be charged)
Fukusoushou	◀②	Moves from Bokutai	
Toutenshou	✂②②	Bokutai	From Hai Shiki: ◀
Honrai Konten	◀②②	Shinpo Senshinken	From Bokutai: ②②
Shatenshou	◀②②②②②+②	Senkyutai	From Bokutai: ◀②
~Ura Nehan Shiki	◀②②②②②+②	Hanshouda	From Bokutai: ②+②
Shaten Renshou	◀②②②	Moves from Nehan Shiki	
Haisenshyaku~Bokutai	②, then ◀ during guard or hit	Nehan Shiki	◀②+②+②
Rigoutai~Koko Shiki	◀②	Sokushuyaku~Dokuritsu Shiki	From Nehan Shiki: ②②
Toukyaku~Dokuritsu Shiki	◀②② (hold ②)	Zensoutai	From Nehan Shiki: ◀②
Bunkiyaku	◀②②	Renkan Honshin Mahosui	From Nehan Shiki: ②+②②②
Kongou Renshin Houda	②+②②②	Moves from Suirakan Shiki	
Zaban Hekishou	◀②②②+②	Rakan Dako	From Suirakan Shiki: ②
Kyuhou Soufuku	◀②②+②	Fukuchi Settai~Ura Nehan Shiki	From Suirakan Shiki: ②
Goka Zasan	◀②②②+②	Moves from Koko Shiki	
Kochouheki (deflect)	◀②②②+②	Renkan Sousui (deflect)	From Koko Shiki: ②
Haisetsukou~Koko Shiki	◀ (or ◀) ②+②②	Koushutai (deflect)	From Koko Shiki: ②
Sousuigeki	◀②+②	Moves from Ura Nehan Shiki	
Senpukyaku~Koko Shiki	◀②②+②	Rakan Doushou	From Ura Nehan Shiki: ②②②
Zensoutai	◀②②+②	Kishin Niki	From Ura Nehan Shiki: ②②
Chisen Choukyaku 2	◀②②+②②	Moves from Ura Koko Shiki	
Toushin Sen'enkyaku	◀②②+②②②+②	Jirou Tanzan (deflect)	From Ura Koko Shiki: ②
Souhiyaku	◀②②+②	Touku Kobi	From Ura Koko Shiki: ②
Teishitsu Sokushou	②+②② (during Defensive Move)	Throws	
Shaho Tushin	② (during Offensive Move)	Raishin Senbu	②+②
Shaho Shitsuda	② (during Offensive Move)	Kyusen Shouheki	◀②②+②
Moves from Dokuritsu Shiki		Kouryu Haibi	◀②②+②
Dokuritsu Shiki	◀②②+②+②	Soufu Kanji	◀②②②②②+②
Senshin Toushou~Hai Shiki	From Dokuritsu Shiki: ②	Sousai Haiken	From Soufu Kanji: ◀②②+②
Nikikyaku	From Dokuritsu Shiki: ②②	Rakan Shintengaki	From Sousai Haiken: ◀②②②②+②
Fukushintai~Hai Shiki	From Dokuritsu Shiki: ◀②	Haikyaku Soutou	◀②②+②
Shinpo Bunkiyaku	From Dokuritsu Shiki: ②+②	Kinryu Gakkou	◀②+②
Zenten~Touku Rensenkyaku	From Dokuritsu Shiki: ◀②②+②②②	Haizan Toukai	◀②②+②
Zenten~Hou'ou Ten'yoku	From Dokuritsu Shiki: ◀②②+②②②+②	Down Attacks	
Dokuritsu Senshou	From Dokuritsu Shiki: (vs. high punch/ mid punch/low punch/elbow)	Toushingeiki	(opponent down) ◀②
		Rakugeki Houda	(opponent down) ◀②

Vanessa Lewis Country: Unknown Fighting Style: Vale Tudo

When Vanessa learned that J6 was targeting Sarah, she volunteered to protect her, and infiltrated the Fourth World Fighting Tournament as a security officer. But midway through the tournament, Vanessa suddenly lost contact with her team and disappeared. After a few years passed with no leads on her whereabouts, Vanessa was suddenly found unconscious in a room in the Bryant home. When she came to, she could only remember events up to midway through the fourth tournament. Her body, however, showed signs of conditioning and training beyond anything she remembered. As Vanessa struggled with her lack of memories, she learned of the fifth tournament. Hoping to find out what had happened, Vanessa decides to enter the tournament.

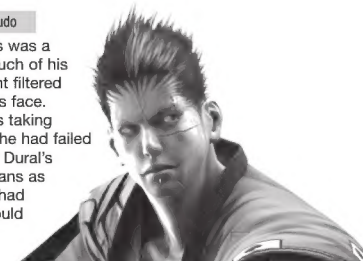


MOVES	COMMAND	MOVES	COMMAND
Normal Moves (Defensive Style)		Lightning Lancer Tackle	↵↵+↵
Shadow Combo High Kick	↵↵↵↵	Russian Hook	↵↵↵+↵
Feint Body	↵↵↵	Set-up (Defensive Style)	↵+↵+↵
Crush Jaw	↵ (while rising from a crouch)	Sidestep Lancer	↵+↵ (during Defensive Move)
Back Knuckle Stream	↵↵↵↵	Body Smash	↵ (during Offensive Move)
Back Knuckle Toe Kick	↵↵↵↵	Quick Knee Kick	↵ (during Offensive Move)
~Hold Face Knee	then ↵↵+↵↵ during counter hit	Moves from Intruder Step (Offensive Style)	
Ducking Body Smash	↵↵↵↵	Rising Upper	From Intruder Step: ↵↵+↵+↵
Heavy Impact	↵↵	~Switch Back Blow	From Intruder Step: ↵+↵
Takeoff Elbow	↵↵↵↵+↵+↵	Spear Tackle	From Takedown: ↵
~Switch Knee Lift	↵↵↵↵+↵+↵	Moves from Takedown (Offensive Style)	
Cut Upper	↵↵	Hammer Knuckle	From Takedown: ↵
Defensive Elbow (deflect)	↵↵	V1 Armlock	From Takedown: ↵+↵
Front Sleeper	↵↵, then ↵↵+↵↵ during counter hit	Moves from Hand Hold (Defensive Style)	
~Hold Face Knee	↵↵↵	Hand Hold	From Defensive Style: Lever neutral (vs. high punch/mid punch)
Shadow Slicer	↵↵↵	Face Crush Upper	From Hand Hold: ↵
Parrying Combination	↵↵↵↵	Shoulder Breaker	From Hand Hold: ↵+↵
Stopping Low	↵↵	Throws (Defensive Style)	
Bone Crush Middle	↵↵ (can be charged)	Canyon Dive	↵+↵
Boomerang Hook	↵↵+↵	Elbow Rush	↵↵+↵
Low Spin Slicer	↵↵+↵	Army Combination	↵↵↵↵↵↵↵+↵
Intrude Hook	↵ (hold ↵) ↵ (or ↵) ↵ (front side)	Heaven's Gate	↵↵↵↵↵ (or ↵↵↵↵↵) ↵+↵
Set-up (Offensive Style)	↵+↵+↵	Hell's Gate	↵↵↵↵↵
Barrier Kick	↵+↵ (during Defensive Move)	Rolling Arm Crusher	↵↵↵↵↵
Body Hook	↵ (during Offensive Move)	Rib Crush Body	(opponent crouching) ↵↵+↵+↵
Smash Toe Kick	↵ (during Offensive Move)	Rib Crush Knee	(opponent crouching) ↵↵+↵+↵
Normal Moves (Offensive Style)		Throws (Offensive Style)	
Quick Back Blow	↵↵↵↵↵	Canyon Dive	↵+↵
Machine Gun Combination	↵↵↵↵↵	Leg Breaker	↵↵↵↵↵↵↵+↵
Smash Straight	↵↵↵↵	Styx Hole	↵↵↵↵↵↵↵+↵
Smash Upper	↵ (while rising from a crouch)	Triangle Lancer	↵↵↵↵↵+↵
Stride Combination	↵↵↵↵	Upkeep	(opponent crouching) ↵↵+↵+↵
Long Barrel Blow	↵↵↵↵	Hellhound	(opponent crouching) ↵↵+↵+↵
Assault Combination	↵↵↵↵↵↵↵	Reversals (Defensive Style)	
Stinger Strike	↵↵↵↵↵↵ (can be charged)	Prison Armlock	↵↵+↵ (vs. high punch)
Death Scythe	↵↵↵	Prison Armlock	↵↵+↵ (vs. mid punch)
Cluster Knee	↵ (while rising from a crouch)	Down Attacks (Defensive Style)	
Knee-Kick-Jab-Hook	↵↵↵↵↵	Soccerball Kick	(opponent down) ↵↵
Hunting Kick	↵↵↵↵↵ (or ↵) ↵	Rolling Leg Drop	(opponent down) ↵↵
Intruder Step	↵↵, then ↵ just before hit	Down Attacks (Offensive Style)	
Stealth Body Blow	↵↵↵↵↵↵+↵+↵	Soccerball Kick	(opponent down) ↵↵
~Switch Knee Lift	↵↵	Bryants' Knee Stamp	(opponent down) ↵↵
HAWK Strike	↵↵		

Note: Vanessa has stances in Defensive and Offensive Styles. All moves in Defensive Style assume that she is taking Defensive Style stance, and likewise for the Offensive Style moves.

Goh Hinogami Country: Unknown Fighting Style: Judo

Goh found himself in an old, abandoned dojo. This was a former J6 training facility, where Goh had spent much of his youth. As he lay on the ruined tatami mats, sunlight filtered in from the holes in the ceiling to play across Goh's face. His orders had been to assassinate certain fighters taking part in the Fourth World Fighting Tournament, but he had failed completely. He had explained to his superiors that Dural's interruption of the final match had disrupted his plans as well as the tournament itself, but the organization had done little to hide its disappointment in him. He could not afford to fail again. The Fifth World Fighting Tournament is his last chance to redeem himself.

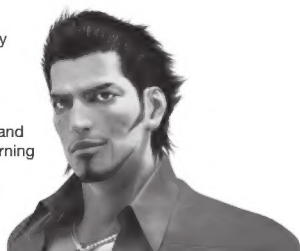


MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Basara-Mekira-Indara (Ura Shinshou Sangou)	↵+↵+↵, then ↵↵↵+↵↵ during hit
Tsurane Shouda	↵↵	Zenpou Kaiten Ukemi	↵↵+↵+↵
Shouda-Kasumi-goroshi	↵↵	Suigetsugeri	↵+↵ (during Defensive Move)
Rengoku	↵↵↵	Shouda	↵ (during Offensive Move)
Yomi'okuri	↵↵↵, then ↵↵+↵ during counter hit	Keri'age	↵ (during Offensive Move)
Aragami	↵↵↵	Throws	
Urahiji	↵↵↵	Makikomi	↵+↵
Soukyu	↵↵↵	Tsuchikumo	↵↵↵+↵
Sune Kudaki	↵↵↵	Osoatogari	↵↵↵+↵
Sune'uchi	↵↵	Tsuyubarai-Todome	↵↵↵↵↵↵+↵
Raika	↵↵	Tachidori-Todome	↵↵↵↵ (or ↵↵↵↵) ↵+↵
Kirin	↵↵↵	Se'oinage	↵↵↵+↵
Inazuma (Migi Hibara) Geri	↵↵	Tai Otoshi	↵↵↵↵↵↵+↵
Tsukikage	↵↵	Hiza'ate-Oguruma	↵↵↵↵ (or ↵↵↵↵) ↵+↵
Garyu	↵↵↵	Uchimata	↵↵↵+↵
Kyousengeri (deflect)	↵↵	Onigari	↵↵+↵
Yamibaraigeri	↵↵	Naraku Otoshi	↵↵↵+↵
Uchikurubushigeri	↵↵	Gourai	↵↵↵+↵
Ura Inazuma (Migi Hibara) Geri	↵↵	Kuchikitate	(opponent crouching) ↵↵+↵+↵
Senryukeri	↵↵	Orochi	(opponent crouching) ↵↵+↵+↵
Jun'you	↵↵+↵↵	Moves from Tsukami	
Fudousatsu Arata	↵↵↵+↵	Kumite Harai-Tsukami	↵+↵↵+↵
Karura	↵↵+↵	Tsukitobashi	From Tsukami: ↵+↵
Kotetsu	↵↵+↵ (when fully charged)	Zenpou Kuzushi	From Tsukami: ↵
Kokuryusatsu Todome	↵↵↵+↵↵↵	~Osoatoguruma	From Zenpou Kuzushi: ↵↵+↵
Kokuryusatsu Arata	↵↵↵+↵↵↵	Kouhou Kuzushi	From Tsukami: ↵
Minamobarai	↵ (or ↵) ↵+↵	Kouhou Kuzushi	From Kouhou Kuzushi: ↵↵+↵
Goukitotsu	↵↵↵+↵	~Yashaguruma	
Gohou Yui'ori (deflect)	↵↵+↵	Uhou Kuzushi	From Tsukami: ↵ (or ↵) (back side)
Yoroidoshi (deflect)	↵↵+↵	From Uhou Kuzushi:	↵ (or ↵) ↵+↵ (back side)
Ikaruga	↵+↵↵	Gou-Todome	From Tsukami: ↵ (or ↵) (front side)
Rajinsatsu	↵↵+↵	Sahou Kuzushi	From Sahou Kuzushi: ↵ (or ↵) ↵+↵ (front side)
Murakumo	↵↵↵+↵, then ↵↵+↵ during guard or hit		
De'ashibara	↵ (or ↵) ↵+↵	Down Attacks	
Ni'ousatsu	↵↵+↵, then ↵↵+↵ during counter hit	Todome	(opponent down) ↵↵
Orochinagi	↵↵+↵	Hayate	(opponent down) ↵↵
Tengusatsu	↵↵+↵	Matasaki	(opponent lying face up, feet toward you) ↵ (or ↵) ↵+↵
Basara-Mekira-Bikara (Shinshou Sangou)	↵+↵+↵, then ↵↵↵+↵↵ during hit	Hi'engaeshi	(opponent lying face down, feet toward you) ↵ (or ↵) ↵+↵

Brad Burns Country: Italy Fighting Style: Kick Boxing

The Fourth World Fighting Tournament was like one big party to Brad—the joy of fighting against challenging opponents, and the fact that many of them were beautiful women, was almost too much for Brad to take. But after the tournament ended, Brad's life suddenly felt empty. There were still no opponents who could challenge him in the kickboxing ring, and none of the women he had met at the tournament were returning his calls.

Then one day, Brad received an invitation to the Fifth World Fighting Tournament. The invitation also included the name of a female fighter that Brad didn't recognize. "Hmm... Looks like I'll have to go meet her."



MOVES	COMMAND	MOVES	COMMAND
Normal Moves		Double Dtee Sawk Lang Combination	From Long Ducking: ②③③
Combo Double Knee	②③③③	Double Knee Combo	From Long Ducking: ③③
Combination Low	②③③	Corkscrew Straight	From Long Ducking: ②+③
Gliding Knee	②③③③, then ②+③ during counter hit	Moves from Sway Back	
~Catch (Neck Clinch)		Sway Back	③③+③+③
Jab~Spin Kick	②③	Sway Back Jab	From Sway Back: ②
Elbow Hook	③③③	Sway Back Middle Kick	From Sway Back: ③
~Screw High Kick	③③③	Ratchadamnoen Combination	From Sway Back: ②+③③③, then ③③ during guard or hit
Lumpini Combination	③③③	Moves from Slipping Right	
Sit Jab	③③	Slipping Right	③ (or ③) ②+③+③ (front side)
Rising Upper	③③③	Body Break	From Slipping Right: ②
Dtee Sawk Combination	③③③	Piercing Knee	From Slipping Right: ③
Gazelle Combination	③③③③	Waving Body~Smash Hook	From Slipping Right: ②+③③
Sharp Shoot	③③	Moves from Slipping Left	
High Kick	③③	Slipping Left	③ (or ③) ②+③+③ (back side)
Teep Combination	③③③	Smash Hook	From Slipping Left: ②
Knee Upper	③③	Hunting Middle Kick	From Slipping Left: ③, then ②+③ during hit
Kao Loy	③③③	Waving Body~Smash Hook	From Slipping Left: ②+③③
Stop Kick	③③	Moves from Phasing Turn	
Step Change Knee	③③③	Phasing Turn	③③+③+③③ (or ③③+③+③③)
Double Strike	③ (or ③) ③③	Chopping Blow	From Phasing Turn: ③③ (can be charged)
Turn Savate	③③③	Grand Sweep Hook	From Phasing Turn: ③③
Middle Kick	③③, then ②+③ during counter hit	Double Crusher	From Phasing Turn: ②+③
~Catch (Neck Clinch)		Moves from Neck Clinch	
Dtee Sawk Bon	②+③	Elbow Slash	From Neck Clinch: ②
Sawk Klab	③③+③	Gohk Kor Dtee Kao 3	From Neck Clinch: ③+③
Upper Combination	③③③+③③	Position Change Right	From Neck Clinch: ③ (or ③) (front side)
Shovel Hook Triple	③③+③③③③③③	Position Change Left	From Neck Clinch: ③ (or ③) (back side)
~Last Shot		Throws	
Dtee Sawk Lang	③③+③③③	Elbow Slash	②+③
Tornado Combination	③③③③③+③	Body Knee Crush	③③③③+③
Step-in Knee~Front Kick	③③+③③③	Neck Slash	③③③+③
Pap Sawk Kao	③③③③+③	Hold Elbow	③③③+③
Jaguar Tail	③③③③	Face Fang	③③③③③+③
Over Step Middle	②+③ (during Defensive Move)	Change	③③③+③
Body Blow	② (during Offensive Move)	Reversals	
Quick Knee	③ (during Offensive Move)	Death Trap~Elbow	③③③+③ (vs. right mid kick, right side kick, right mid full spin kick)
Moves from Ducking		Down Attacks	
Ducking	③③③+③+③	Gambit	(opponent down) ③③
Cross Upper	From Ducking: ③③	Hell Dive	(opponent down) ③③
Ducking Knee Upper	From Ducking: ③③, then ②+③ during counter hit		
~Catch (Neck Clinch)			
Middle Spin Kick	From Ducking: ③+③		
Moves from Long Ducking			
Long Ducking	③③+③③+③③		

The following credits list the staff responsible for the localization and marketing for the North American release of *Virtua Fighter™ 5*. See in-game credits for the complete list of the development staff.

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LICENSING INFORMATION

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

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